

YOU
MUST DESTROY...

The **ΩMEGA** **VIRUS**



...OR EARTH IS DOOMED!

THE DATE: 30 SEPTEMBER 2051
THE TIME: 06:20
THE PLACE: BATTLESAT 1, THE
MILITARY WEAPONS SATELLITE STATION
BUILT TO PROTECT EARTH FROM COMETS
AND METEORS.

SENIOR SYSTEMS SCIENTIST ROBERT
DRISCOLL REPLACES A KEYBOARD IN THE
HULL WALL OF THE SUNWARD DOCKING
BAY. SUDDENLY...

...FLEA-SIZED
ROBOTS SWARM
OUT OF THE HULL
AND ATTACK!

WHAT THE..?

STUNNED, DRISCOLL SHAKES OFF
THE TINY MECHANICAL CREATURES
AND PRIES OFF THE STEEL PLATE.

TH-THEY'RE BUILDING
UNMAPPED PHOTOSYNAPTIC
BUBBLE-MEMORY ARRAYS
INSIDE!

WHAAAAA
ELECT!!!
0000
WAAAAAP

OH, NO -- THE ALARMS!!!
LIFE-SUPPORT SYSTEMS
SHUTTING DOWN!

SECURITY SYSTEMS GOING
BERSERK! GOT TO ESCAPE!
THE SHUTTLE... MY ONLY
CHANCE!!

HOT LASERS SEARING HIS BACK, HE DIVES
INTO SHUTTLE 7 -- JUST BEFORE THE
AIRLOCKS BLOW!!

EVERYTHING
IS SUCKED INTO
DEEP SPACE!!

DISASTER ON BATTLESAT I™

...ADVANCED STRAIN
CLASS 8 OMEGA
VIRUS...EXTREMELY
INTELLIGENT...
SELF-REPLICATING...
HIGHLY
ANTHROPOBIC...

The
ΩMEGA VIRUS™

IS TAKING CONTROL!!

THE DAMAGED SHUTTLE 7
CRASH-LANDS AT HAUSER AIR
FORCE BASE.

SCREEEEEEK

WE'VE GOT TO STOP IT! THE
OMEGA VIRUS...IF IT GAINS
CONTROL OF THE PLASMA
WEAPONS...WE'RE DOOMED!

CHIEF GRAY, WE'RE BEING
HAILED BY BATTLESAT 1!

PUT IT ON THE
MAIN VIEWER.

I AM THE ENTITY YOU CALL OMEGA VIRUS.
ALL HUMANS WITHIN YOUR PRIMITIVE
SPACE STATION HAVE BEEN TERMINATED.
THEIR PITIFUL ATTEMPTS TO ESCAPE WERE
QUITE AMUSING.

SOON, I WILL GAIN CONTROL
OF THE OFFENSIVE PLASMA
WEAPONS SYSTEM. I WILL THEN
BEGIN SYSTEMATIC
BOMBARDMENT OF PLANET
EARTH. ANY INTERFERENCE
WILL BE MET BY THE
FULL FORCE OF THE
LASER DEFENSE ARRAY.

TRY AND STOP ME.
ALL HUMAN SCUM WILL
BE TERMINATED.

THE DISASTER ON BATTLESAT 1 TRIGGERS A GLOBAL POWER STRUGGLE! THE TERMINATION OF BSAT 1'S MULTI-NATIONAL CREW OFFERS AN OPPORTUNITY FOR ONE OF THE FOUR SUPER-POWERS TO GAIN DOMINANCE OVER THE OTHERS.

CONTROL OF THE SPACE STATION IS OF PRIME IMPORTANCE: IT IS A MILITARY PRIZE SOUGHT BY ALL. FRENZIED MEETINGS TAKE PLACE AROUND THE WORLD...

WE CANNOT LET THE OTHER POWERS GAIN CONTROL! WE MUST CHOOSE OUR GREATEST CHAMPION!



NORTH AMERICAN FEDERATION

THEN IT IS AGREED. WE WILL SEND OUR MIGHTIEST HERO TO DESTROY THE OMEGA VIRUS AND TAKE CONTROL OF THE BATTLESAT FOR US.



EURO-NATIONAL FORCE

OCEANIC REPUBLIC



WE WILL SEND OUR GREATEST WARRIOR -- EARTH WILL BE SAVED AND THE STATION WILL BE OURS!!

ASIATIC ALLIANCE



OUR COMMANDO MUST BE THE BEST -- TO DEFEAT THE VIRUS AND THE OTHER REPUBLICS!

CONFIDENTIAL

Your Mission

You are a highly-trained Commando bound for the besieged BattleSat 1. Hidden within its 24 Rooms is an insidious threat to Planet Earth: The Omega Virus. You have 35 minutes or less to find and destroy it.

Your Objectives

1. Find the following Anti-Virus Devices (AVDs) hidden within BattleSat 1: one Negatron, one Disruptor and one Decoder.
2. Use your Secret Code to locate the Omega Virus hidden within BattleSat 1. Then use your 3 AVDs to terminate it.

Dangers

- Hostile Omega Virus, Class 8
- Rival Commandos and Probes. Each Commando is eager to claim BSat1; therefore, prepare for attacks from Commandos and their Probes.

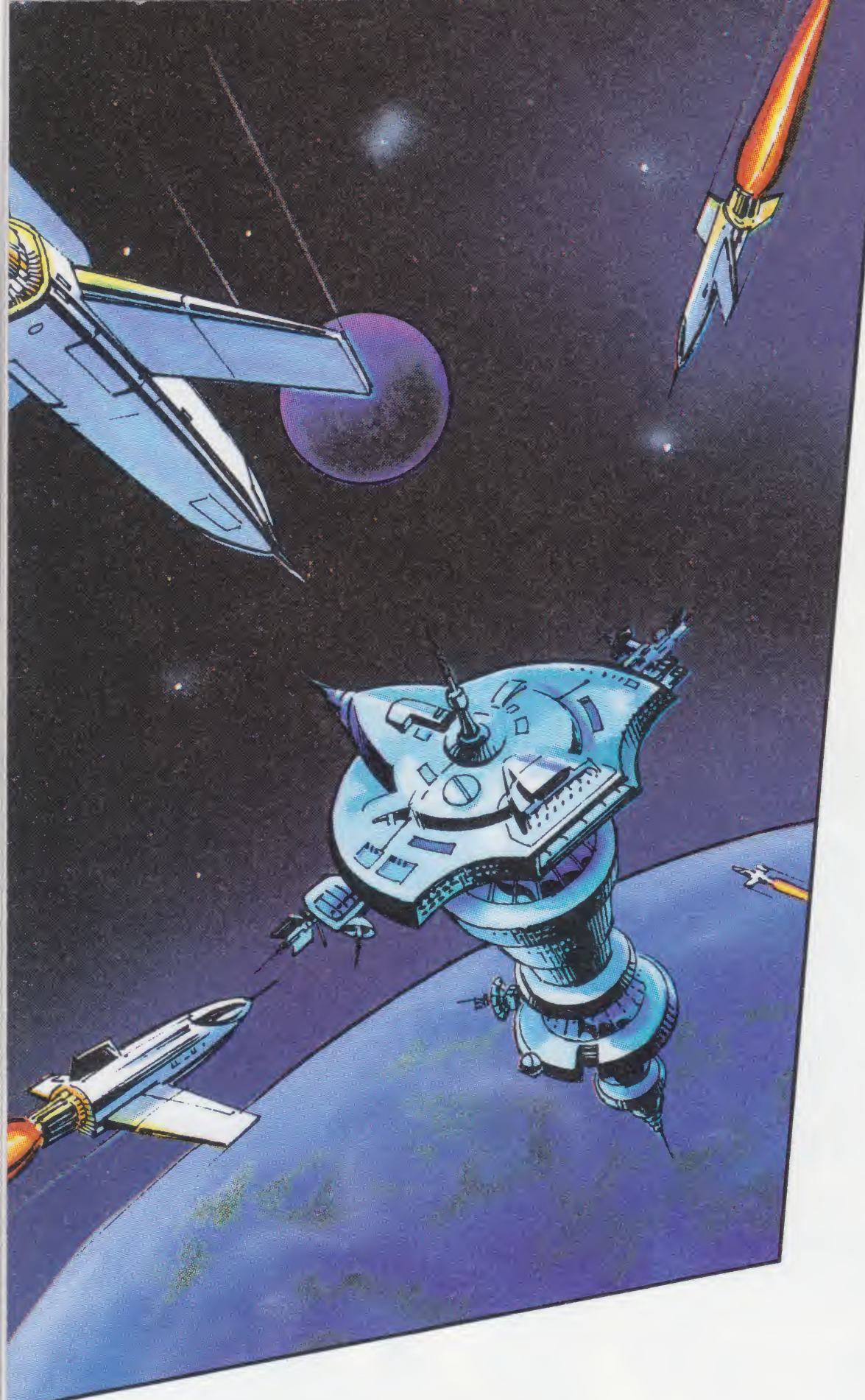
Your Equipment

Techsuit with Power Pack

05:00, 1 OCTOBER 2051.
THE 4 COMMANDOS ARRIVE
AT HAUSER AIR FORCE
BASE TO UNDERTAKE THE
MOST DANGEROUS
MISSION OF THEIR LIVES!
YOU ARE ONE OF THOSE
COMMANDOS!

ENTER YOUR
STEALTH NEEDLESHIP
AND GET READY TO ATTACK

THE OMEGA VIRUS!



GAME SETUP

Preparing for Your Mission

Gameboard Assembly: See the separate Assembly sheet for battery insertion and gameboard assembly instructions.

THE BATTLESAT 1 GAMEBOARD

Figure 1 shows a game fully set up for 4 players. Take a look at it as you set up your own game.

Your Commando

Take the Commando that matches the color Docking Bay in front of you. Place your Commando on that Docking Bay. All players do the same. Place any extra Commandos out of play.

Your Commando is equipped with state-of-the-art weaponry and defense systems, which are used during battle. Attached to your Commando's back is a Power Pack designed to hold the 3 different Anti-Virus Devices (AVDs) needed to battle the Virus.

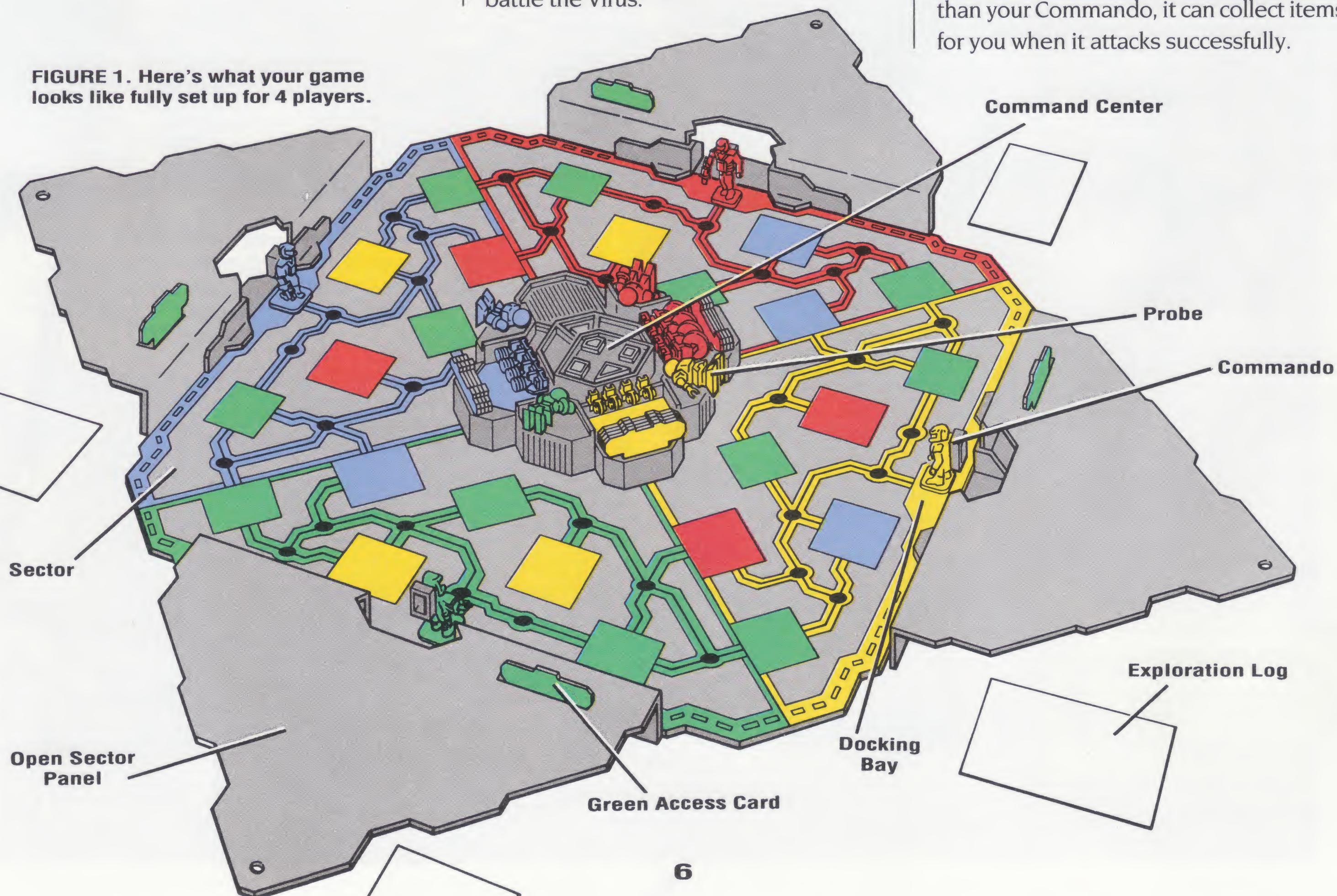
Your Probe: A Powerful Robot

Take the Probe that matches your color Commando, and place its peg into the Command Center hole directly in front of you. See Figure 1. All players do the same. Place any extra Probes in the Command Center holes nearest their matching color Sectors.

Your Probe is a powerful robot that can cut your search time in half! You must find it by exploring Rooms; you can use it *immediately* after finding it. Here's what your Probe can do:

- **Explore Other Rooms.** Your Commando and your Probe can explore different Rooms on your same turn. Your Probe has access to the same color Rooms your Commando does; whatever it finds belongs to your Commando.
- **Battle Other Commandos and Probes.** Although it is weaker in battle than your Commando, it can collect items for you when it attacks successfully.

FIGURE 1. Here's what your game looks like fully set up for 4 players.



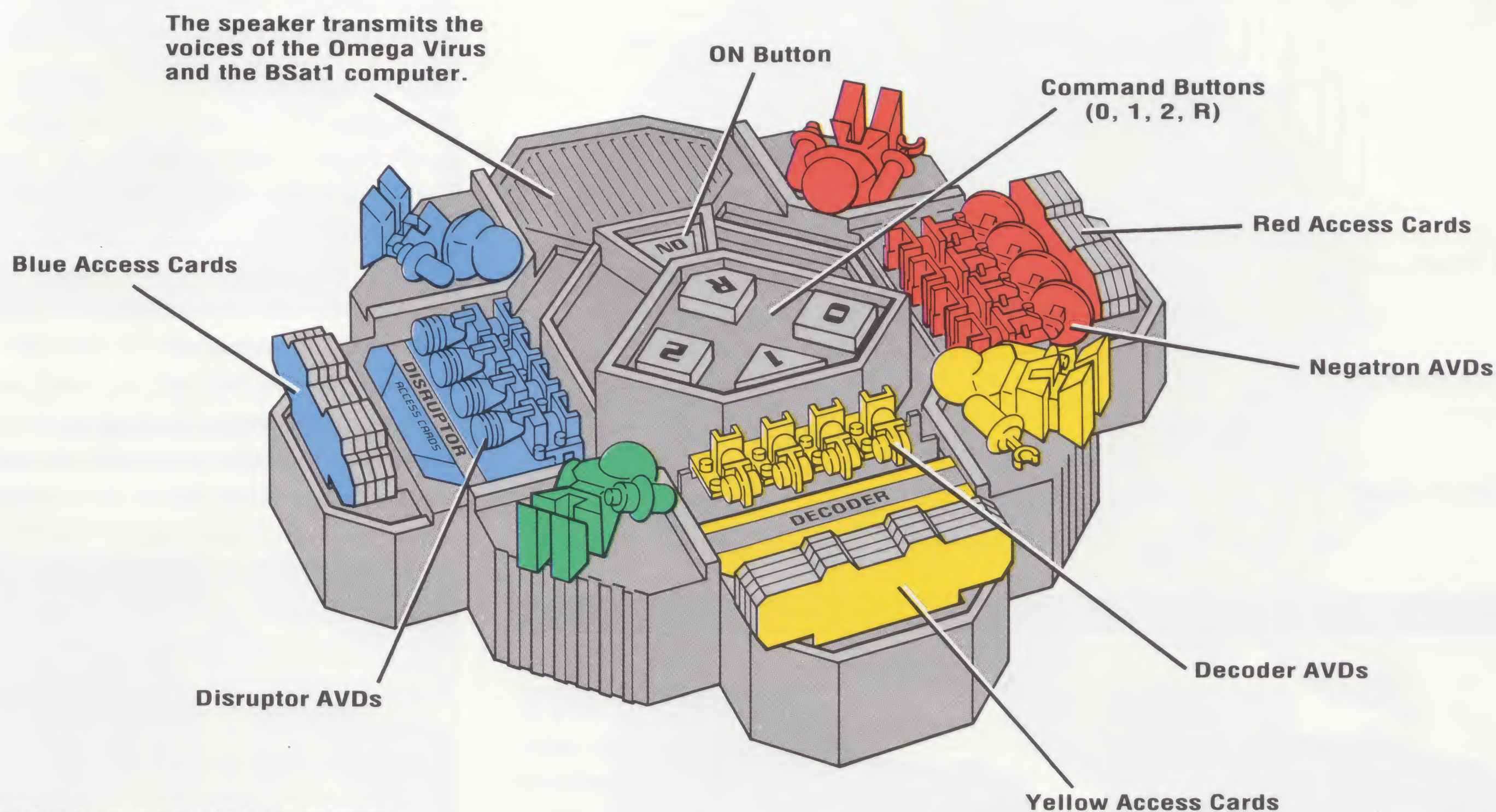


FIGURE 2. THE COMMAND CENTER

• Help You Find the Omega Virus.

Your Probe can explore other Rooms in search of the Virus. However, it cannot battle the Virus. During the game, you may find (and lose) your Probe several times. Make good use of it while you have it!

The Command Center

This state-of-the-art computer controls the entire space station. See Figure 2. During the game, the Command Center does the following things:

- Transmits the voice of the Omega Virus, and the voice of the weakening BSat1 computer.
- Receives input from players: Skill Level, Secret Codes, Room Codes, Command Codes and more.
- Keeps track of the timed countdown, and of items found (and lost) by players.
- Stores AVDs (Negatrons, Disruptors and Decoders), Access Cards and Probes.

Set Up the Command Center

There are 3 storage areas on the Command Center: one for Negatron AVDs and Red Access Cards; one for Disruptor AVDs and Blue Access Cards; and one for Decoder AVDs and Yellow Access Cards. Place AVDs and Access Cards in their storage areas as described below. See Figure 3.

- Fit the 4 Disruptor AVDs side-by-side onto the rim.
- Place the 4 Blue Access Cards in the slot provided.

Set up the Negatron and Decoder storage areas the same as above, with their matching color AVDs and Access Cards. Figure 2 shows the Command Center fully set up for play and explains its features.

The Command Buttons: During the game, you will press buttons to transmit commands to the computer, such as your Skill Level and your Secret Code. You will also press buttons to explore Rooms, attack and defend in battle, pass, or repeat a missed message.

The 2 Voices of the Speaker: From the speaker, you will hear 2 distinct voices: the voice of the besieged BattleSat 1 computer, and the voice of the deadly Omega Virus.

When you explore a Room, you'll hear what you've found there. You'll also hear a Secret Code that will tell you whether or not you've found the Virus!

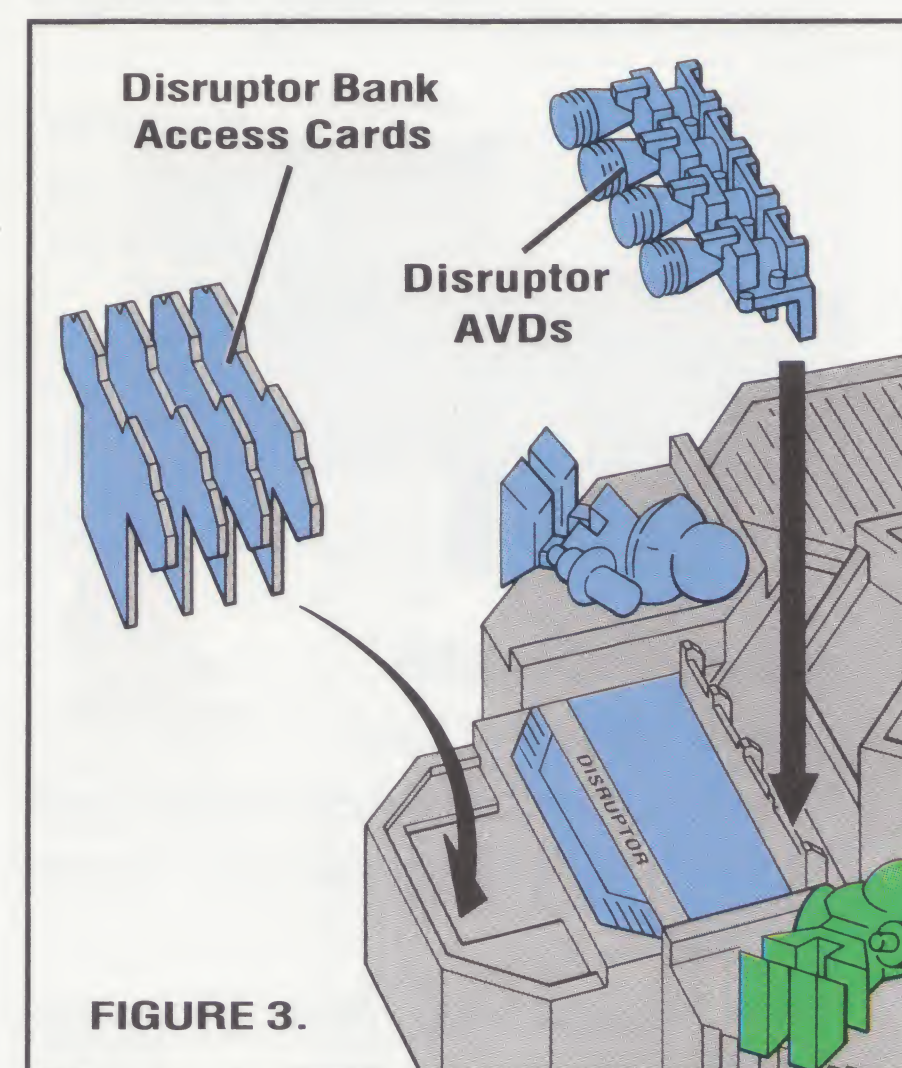
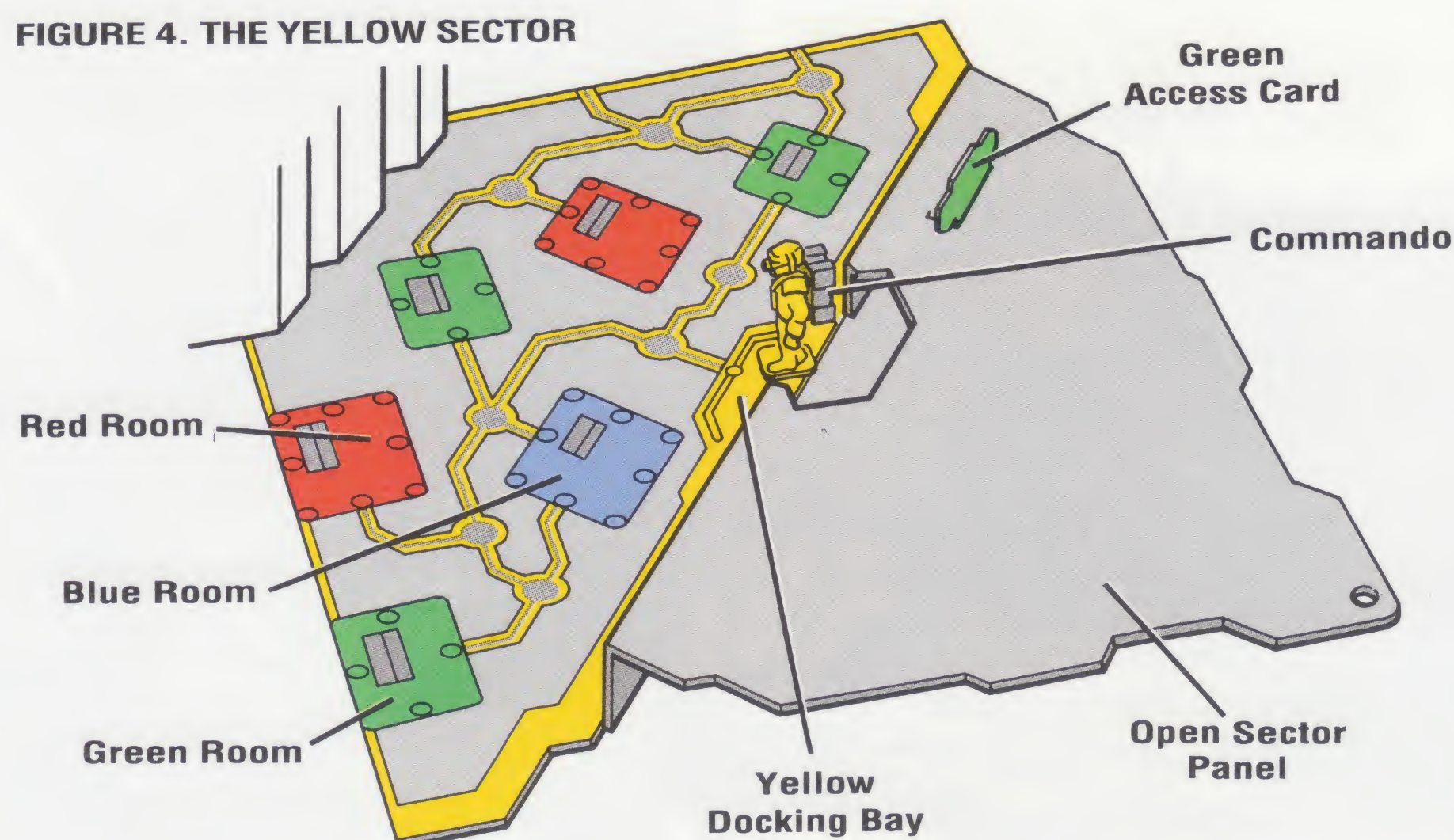


FIGURE 3.

FIGURE 4. THE YELLOW SECTOR



A LOOK AT THE GAMEBOARD

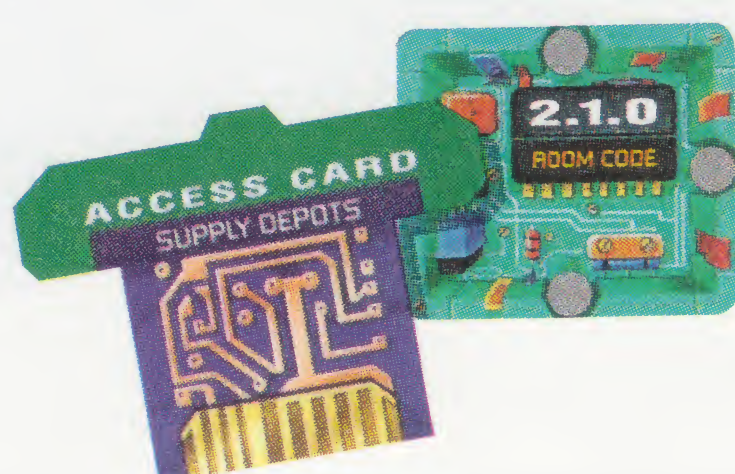
The 4 Colored Sectors: Notice that the gameboard is divided into 4 colored Sectors: Red, Yellow, Green and Blue. See Figure 4. Each Commando starts the game in its matching color Sector. During the game, Commandos and Probes will move from Sector to Sector either by moving along the silver pathway, or by teleporting from one Sector to another via Docking Bays.

Sector Panels: Attached to each Sector is a Sector Panel, with quick-reference information about starting a game, movement, battling, Command Codes and more. After you've read this manual carefully, refer to your Sector Panel for a quick source of information as you play.

Make sure all Sector Panels are open (as shown in Figure 1) at the beginning of the game.

Green Access Cards: Take one Green Access Card and place it in your Sector Panel slot. All players do the same.

Gameboard Spaces: The gameboard features 3 types of gameboard spaces: Rooms, Connector Pads and Docking Bays, all connected by the silver pathway. Each type of space is explained below.



GREEN ROOMS

Name: Supply Depots

Needed to Enter: A Green Access Card. (Each player starts the game with a Green Access Card, so Green Rooms can be entered immediately.)

What You May Find There: Your Probe; Red, Blue or Yellow Access Cards; hazards; or nothing.



BLUE ROOMS

Name: Disruptor Banks

Needed to Enter: A Blue Access Card. (You must explore other color Rooms for this.)

What You May Find There: A Disruptor AVD; your Probe; Red or Yellow Access Cards; hazards; or nothing.



RED ROOMS

Name: Negatron Labs

Needed to Enter: A Red Access Card. (You must explore other color Rooms for this.)

What You May Find There: A Negatron AVD; your Probe; Blue or Yellow Access Cards; hazards; or nothing.

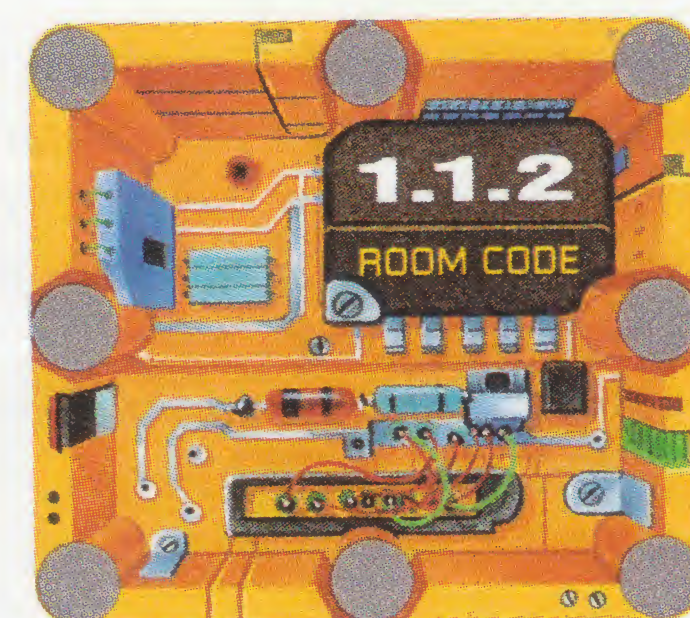


YELLOW ROOMS

Name: Decoder Stations

Needed to Enter: A Yellow Access Card. (You must explore other color Rooms for this.)

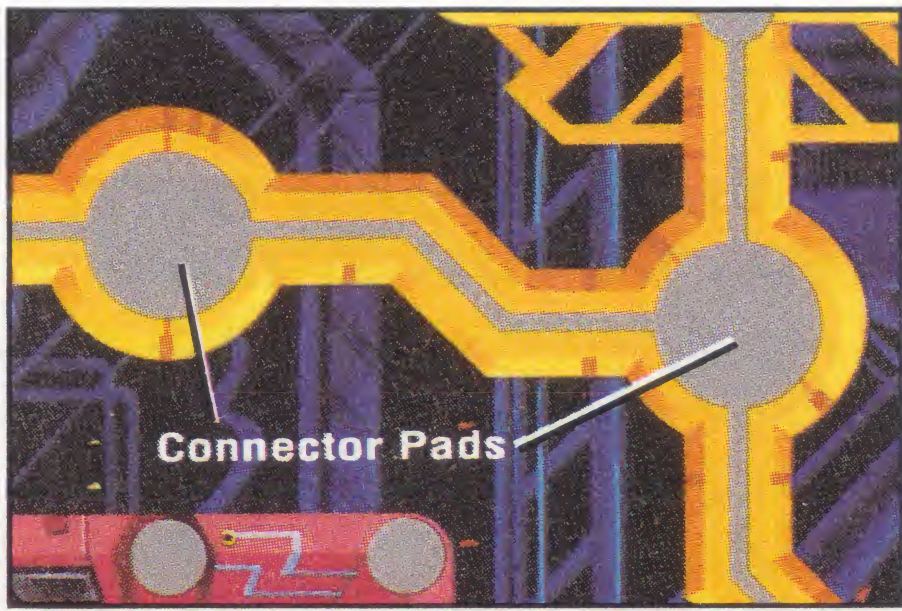
What You May Find There: A Decoder AVD; your Probe; Red or Blue Access Cards; hazards; or nothing.



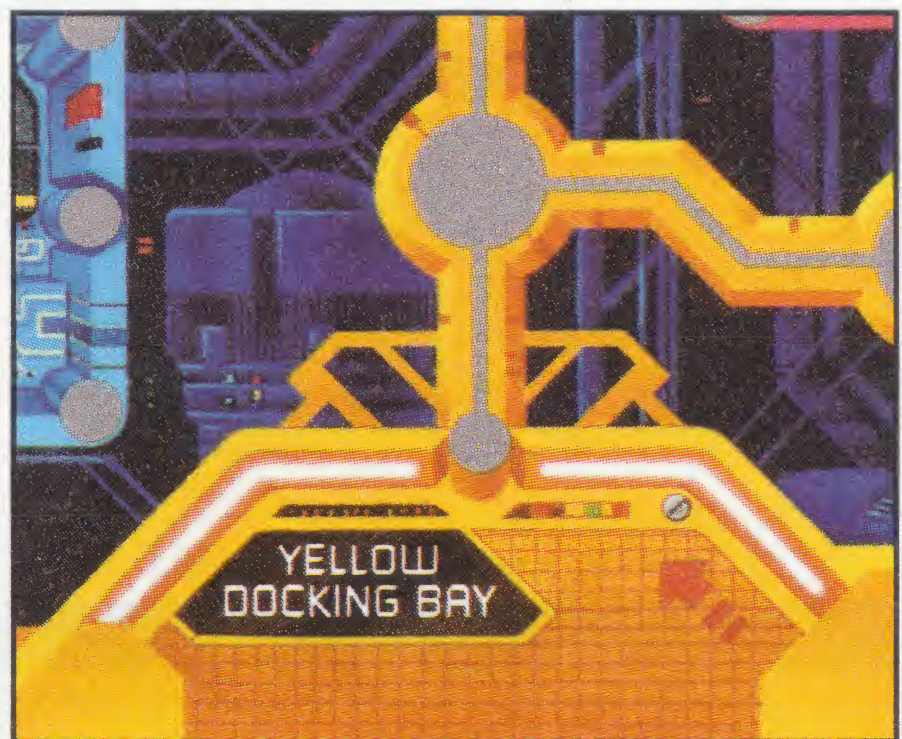
Yellow Room

Rooms: On the BSatI gameboard, there are 24 colored Rooms. Each Room counts as one game space.

During the game, you'll explore Rooms for special items. The computer will announce what you've found: an Access Card, your Probe, an AVD, a hazard — or nothing at all. At left, there is a description of each Room, and what you may find there.



Connector Pads: The round silver spaces along the pathway are called Connector Pads. Commandos move onto Connector Pads to get to Rooms or Docking Bays. Each Pad counts as one space.



Docking Bays: There are 4 colored Docking Bays on the gameboard: Red, Yellow, Green and Blue. Each Commando enters the space station from its own Docking Bay. Each Docking Bay counts as one space.

TAKE YOUR EXPLORATION LOG

Take one Exploration Log and place it in front of you. All players do the same.

Your Log is your personal record of your mission on BattleSat 1. You'll mark your Secret Code on the back of it; on the front, you'll keep track of what you find in the Rooms you explore.

How to Use Your Log:

After you explore a Room, quickly (*and secretly*) mark on your Log what you've found there—a wanted item or a hazard. Also mark your Log if you find the Virus!

The *Tracking Chart* at right gives some suggestions on how to mark your Log after exploring a Room. Figure 5 shows an example of a Log during a game in progress.

FINDING THE VIRUS

The Omega Virus is hiding in one of the gameboard's 24 Rooms. To discover its location, you must listen for your Secret Code. If you hear your Secret Code after exploring a Room, only *you* will know that the Virus is in that Room!

TRACKING CHART

+ = **Wanted Items** (Access Cards, AVDs and your Probe).

Note: You may find it helpful to mark down what you find in each "Wanted Item" Room — especially if you find your Probe. Some Rooms which contain nothing now may contain a wanted item later in the game.

— = **Hazards** (Security Breaches and Teleport Traps).

V = **The Virus!** (When you hear your Secret Code on *your* turn, that's where the Virus is! Keep this discovery secret!)

FIGURE 5. YOUR LOG

	ROOM	FOUND
RED SECTOR	0.0.0	
	0.0.1	+
	0.0.2	
	0.1.0	-
	0.1.1	-
	0.1.2	+
YELLOW SECTOR	2.0.0	-
	2.0.1	
	2.0.2	
	2.1.0	+
	2.1.1	
	2.1.2	+
GREEN SECTOR	1.1.0	
	1.1.1	
	1.1.2	+
	1.2.0	
	1.2.1	+
	1.2.2	
BLUE SECTOR	0.2.0	
	0.2.1	V
	0.2.2	
	1.0.0	+
	1.0.1	
	1.0.2	

Your Mission

Be the first to locate and destroy the Omega Virus before it takes over BattleSat 1 and destroys Earth!

To accomplish your mission, you must:

- **Explore Rooms.** To enter a Room, you must have a matching color Access Card.
- **Collect 3 different AVDs (Anti-Virus Devices).** Collect a Decoder, a Disruptor and a Negatron.
- **Find the Virus and destroy it!** The Virus is hidden in one of the 24 Rooms on BSat 1.

TIMED COUNTDOWN

Once your mission starts, the countdown begins! You will have a limited time to complete your mission. You could have anywhere between 10 and 35 minutes, depending upon your game's Skill Level and the number of players.

Important: The countdown is not in effect while the computer is talking. The computer only counts the time it takes you to play! Also, if you press a button while the computer is talking, it will have no effect.

IF TIME RUNS OUT, THE VIRUS WINS!

If no one destroys the Virus before time runs out, the Virus wins the game! This may affect your strategy in a down-to-the-wire game.

With only a minute or two remaining, you may decide to sacrifice your turns to allow an opponent with all 3 AVDs more time to battle the Virus.

In most games, however, it's every Commando for himself as players search frantically to *find* wanted items, or attack each other to try to *steal* them!


How To PLAY

Your Mission Begins


1. Select Your Secret Code: On the back of your Exploration Log, write down any 2-digit combination of 0, 1 and 2. For example, you could choose 2-2, 1-2, 2-0, etc. These are the buttons you will later press to enter your Secret Code. (Do *not* use R.)

After writing your Secret Code, turn your Log faceup.


During the game, listen for your Secret Code! If you hear your Secret Code after exploring a Room *on your turn*, you have found the Virus!

2. Power Up the Command Center:
 Press the ON button to start your mission.

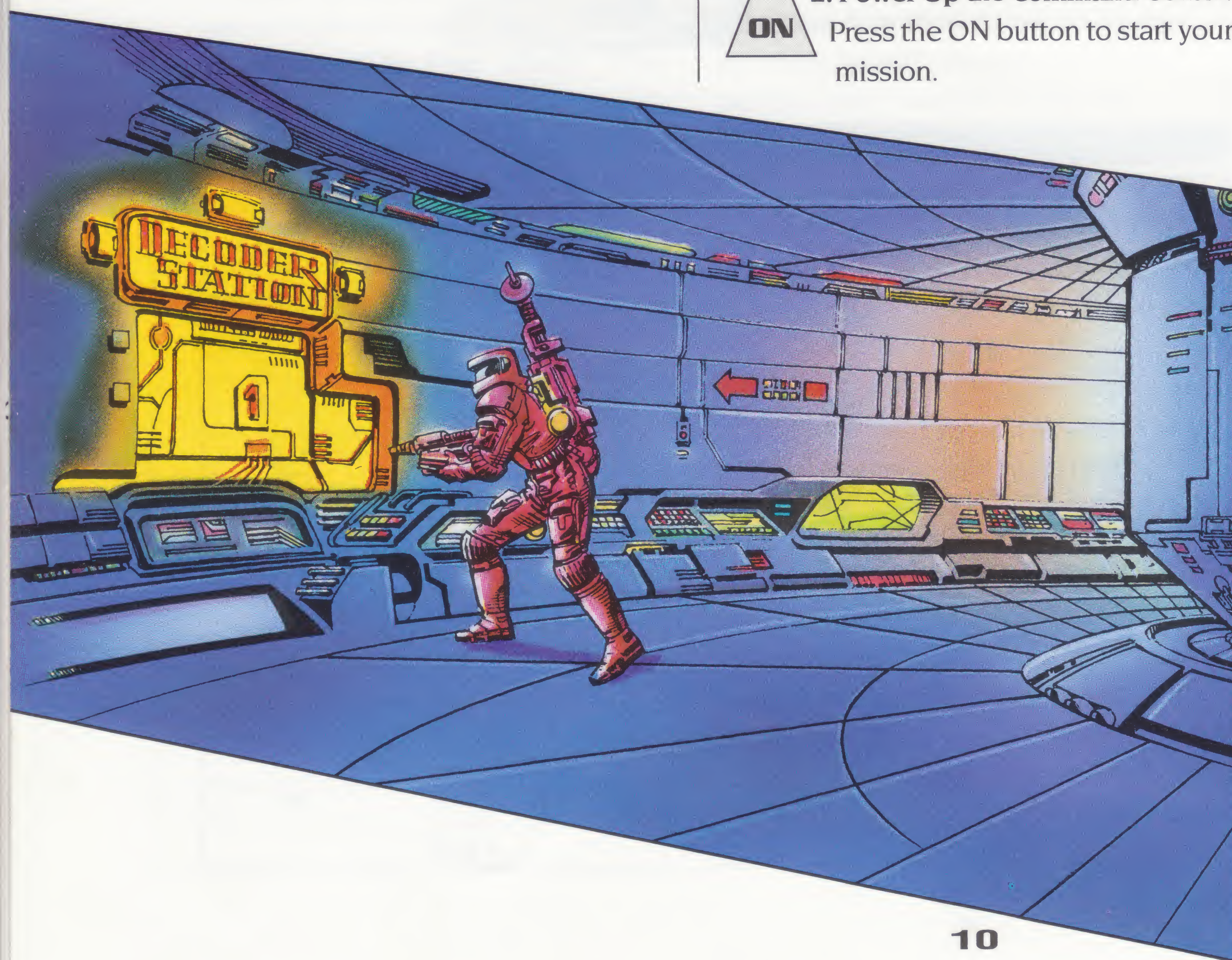
IMPORTANT!

 **Game ON Button:** Press the ON button whenever you want to start a new game. **Caution:** If you accidentally press this button during a game, the computer's memory will be erased for that game. The game will start over and everything will be different!

Automatic Shut-off: If no buttons are pressed after 2 to 3 minutes, the game will automatically shut off. To continue play, you'll have to press the ON button again — but a whole new game will start!

 **R Button:** Press the R button to have the computer repeat what you've found after exploring a Room; or what you've stolen or lost after an attack; or what you've lost in a Hazard Room; or any other special announcement.




The R button has other special functions which are explained later in the rules.



3. Select Your Game's Skill Level: Once the Command Center is turned on, you'll hear "Enter Skill." The Skill Level you choose will determine how long you have to complete your mission, depending upon the number of players. See the *Skill Level Time Chart* below.

Now press either 0, 1 or 2 for your chosen Skill Level. (For your first game of Omega Virus, you should play Skill Level 0.)

Skill Level Time Chart

Skill Level		# of Players				
		1	2	3	4	
 0	Longest Time	20	25	30	35	Minutes to Play
 1	Shorter Time	15	15	20	25	
 2	Shortest Time	10	10	15	15	

4. Enter Your Secret Code: You'll then hear the computer ask you (and each Commando in turn), "Red (Blue, Green or Yellow), enter Secret Code."

When your color is called, enter your Secret Code (noted on the back of your Log) into the Command Center by pressing the two number buttons of your code. Do this *secretly* by hiding your

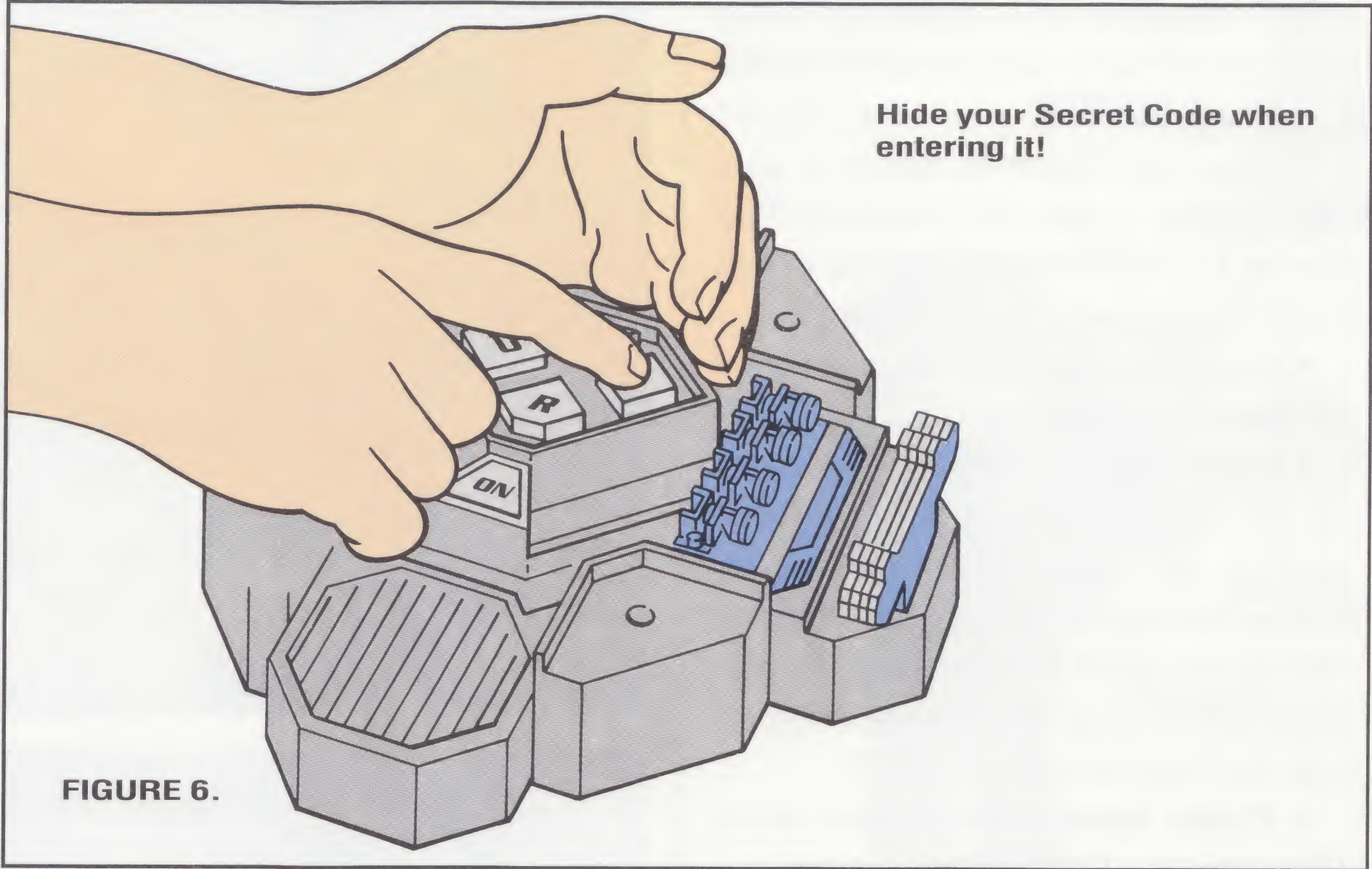


FIGURE 6.

button-pushing with your other hand! See Figure 6.

You have only a few seconds to enter your Secret Code before the computer asks the other players to enter theirs.

- For a game with fewer than four players, each time the computer asks for a color player who is not in the game, press the R button. (Then the computer will not refer to that color player during the game.)



- If you do not enter your code quickly enough, the computer will ask for it again after all colors have been asked once. If you miss entering your Secret Code the second time, you will be out of the game. Just press the ON button to start over.
- If you mistakenly enter the wrong Secret Code, you may either start the game over by pressing the ON button, or use the new Secret Code you just entered.



Mission in Progress

You will now hear the time limit of your game announced, as determined by your chosen Skill Level.

For example, if 3 Commandos are playing on the 0 Skill Level, they will hear the Omega Virus say, "30 minutes until I take over!"

Listen as one player is chosen to go first. Play then continues clockwise.

For example, if you hear the besieged BSat1 computer say, "Red, help me/we are running out of time/do something/hurry," Red is the first Commando to play.

ON YOUR TURN

On your turn, the computer will prompt you first to move your Commando. When you finish moving your Commando, the computer will then prompt you to move your Probe (if you have it).

On your Commando's move, your Commando must do *one* of the following 4 options. On your Probe's move, your Probe has the same 4 options.

The 4 options are:

- OPTION 1: Explore a Room**
- OPTION 2: Attack Another Commando or Probe**
- OPTION 3: Pass**
- OPTION 4: Teleport to Another Docking Bay**

MOVEMENT RULES

Here are some basic rules about how both your Commando and Probe can move from space to space and Sector to Sector:

- When moving your Commando or Probe from Room to Room or to a Docking Bay, follow the Connector Pad spaces. Each Connector Pad, Room and Docking Bay counts as one space.

- More than one Commando or Probe can be on the same space.

- **Commando Movement:** Commandos can move up to 3 spaces on a turn. Commandos can enter or move through Rooms, but they must have the matching color Access Cards to do so. (Commandos don't have to stop and explore Rooms if they don't wish to.) See Figure 7.

- **Probe Movement:** Probes move differently than Commandos. Probes cannot stop on Connector Pad spaces — they move from one Room or Docking Bay to any *connected* Room or Docking Bay on a turn. Probes cannot move through Rooms, but must stop whenever they reach a Room (or Docking Bay). When a Probe stops in a Room, it must have the matching color Access Card. (Probes don't have to explore Rooms if they don't wish to.) See Figure 8 on the next page.

OPTION 1: Exploring a Room

Most of your time will be spent exploring Rooms for wanted items: Access Cards, AVDs and your Probe. (In some Rooms, you'll find hazards or nothing at all.) Rooms containing wanted items will usually have such items each time you explore them (but not necessarily the *same* items.) Likewise, Hazard Rooms will usually contain hazards.

Different Players Find Different Items:

The computer always knows which player is exploring which Room, and which items that player needs. Therefore, different players may find different items (or hazards) in the same Room. For example, Green Room 1.2.0 may give one player a Yellow Access Card, another player a hazard—and another player nothing at all!

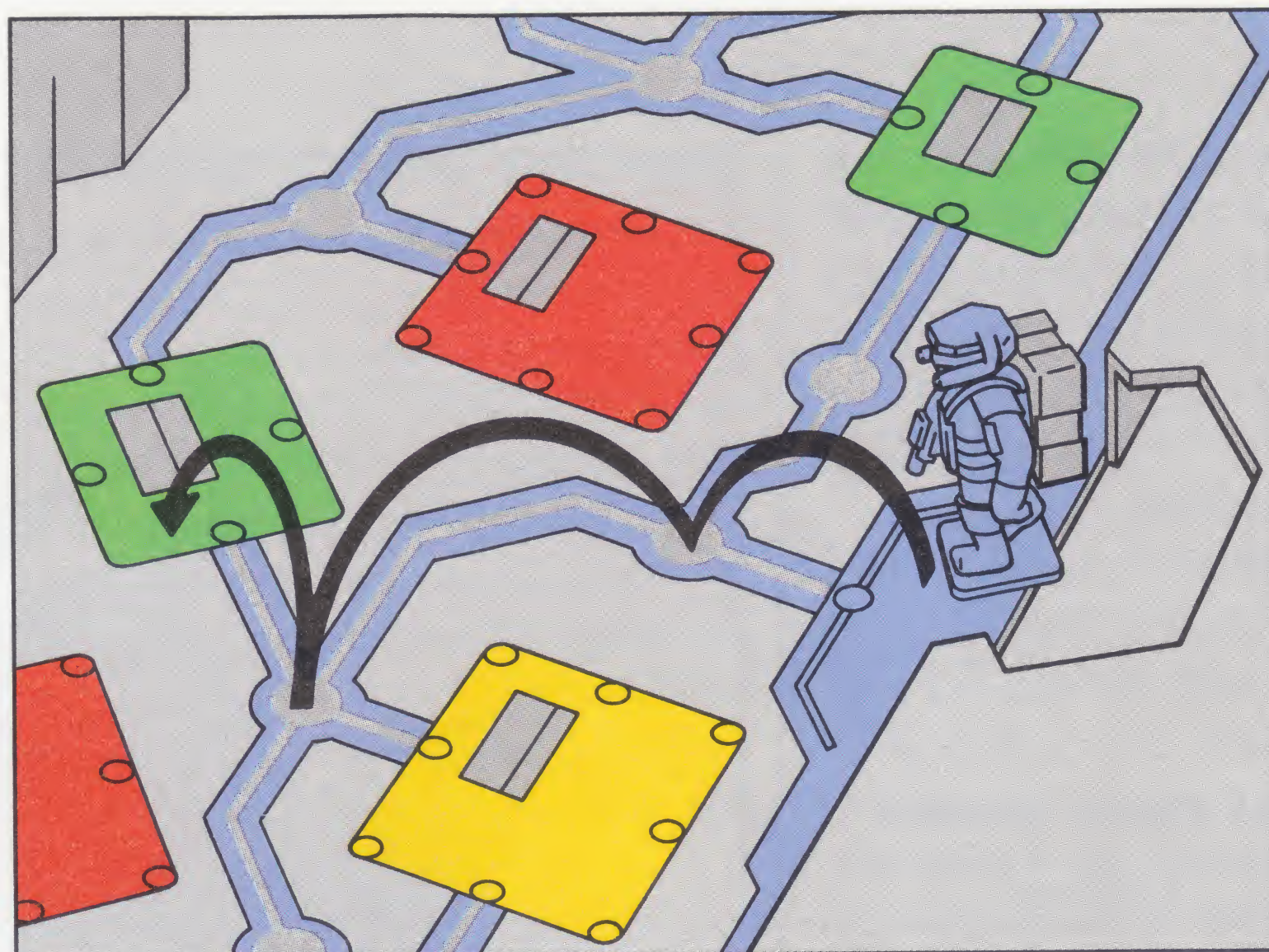
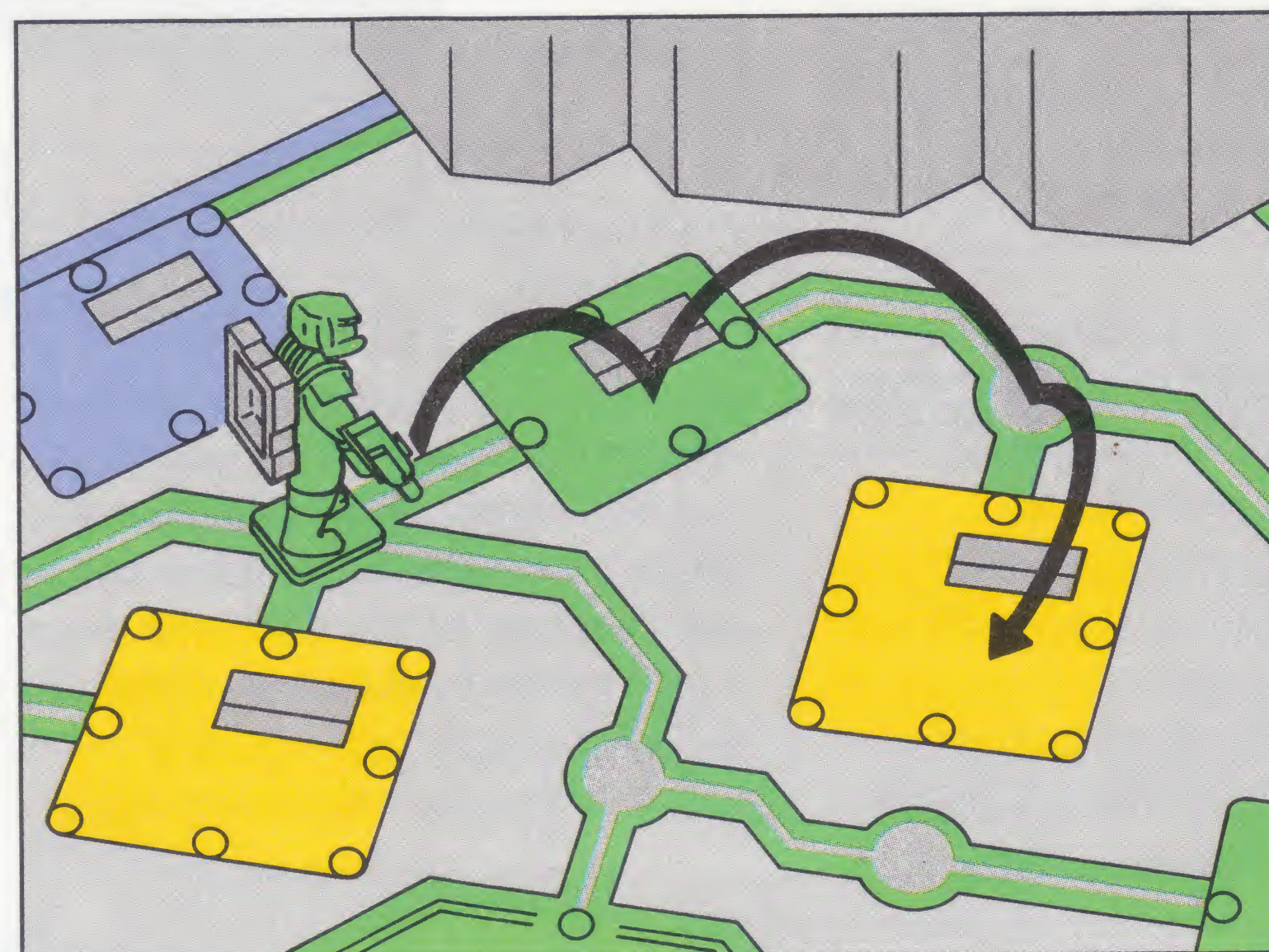
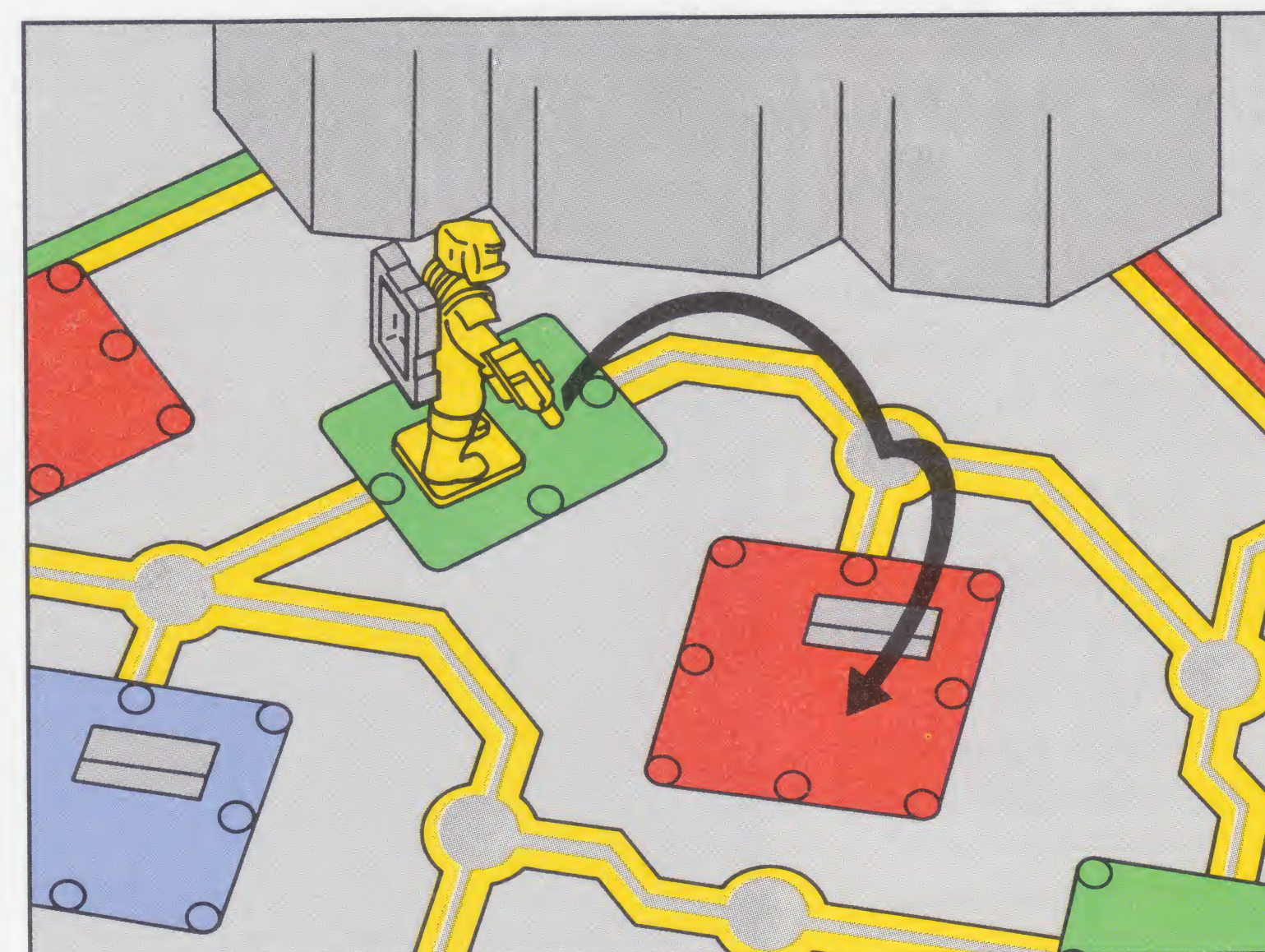


FIGURE 7.
COMMANDO
MOVEMENT

Commando
moves 3
spaces from
a Docking
Bay to a
Green Room.



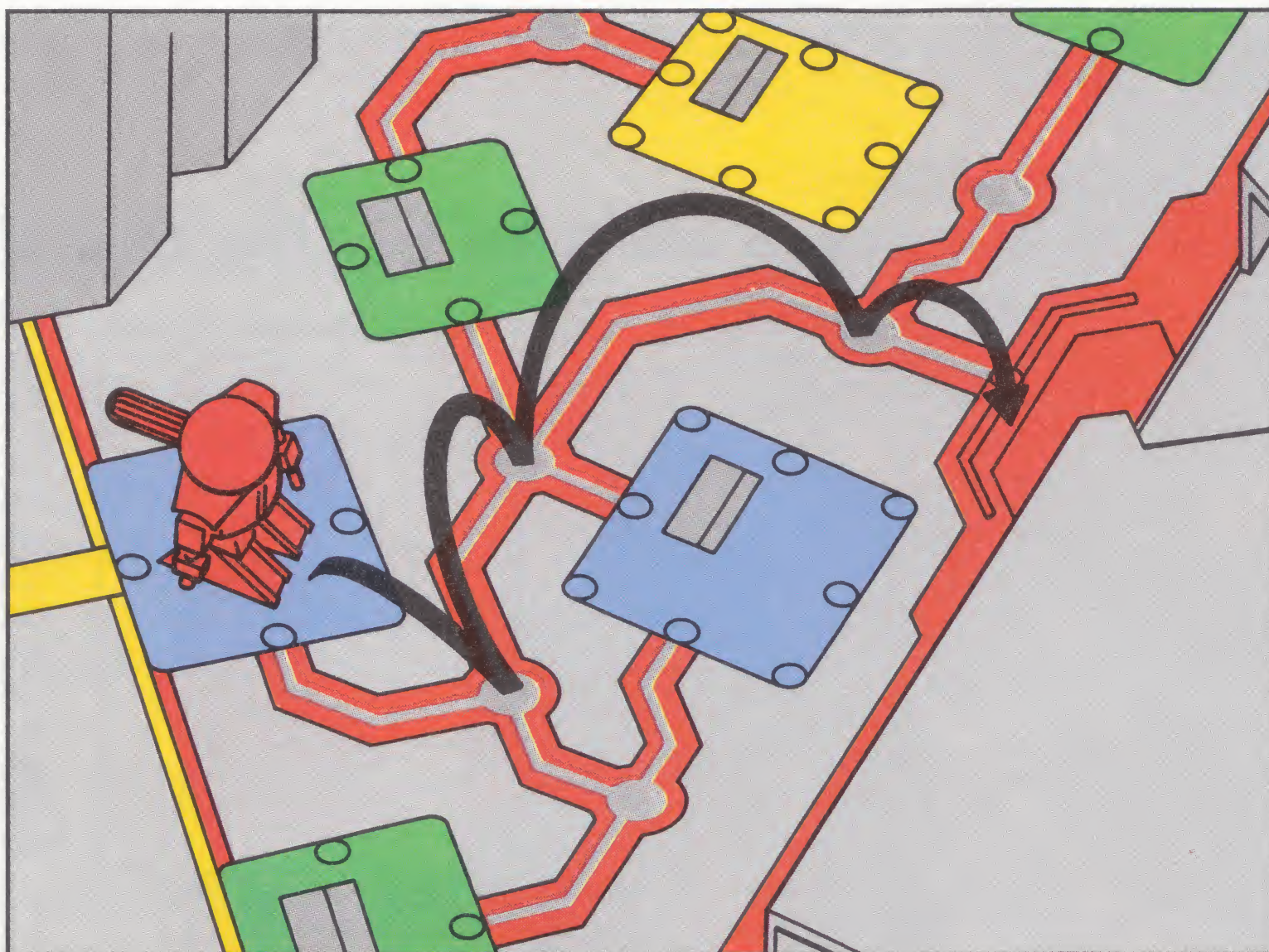
Commando
moves 3
spaces
(through a
Room) to land
on a Yellow
Room.



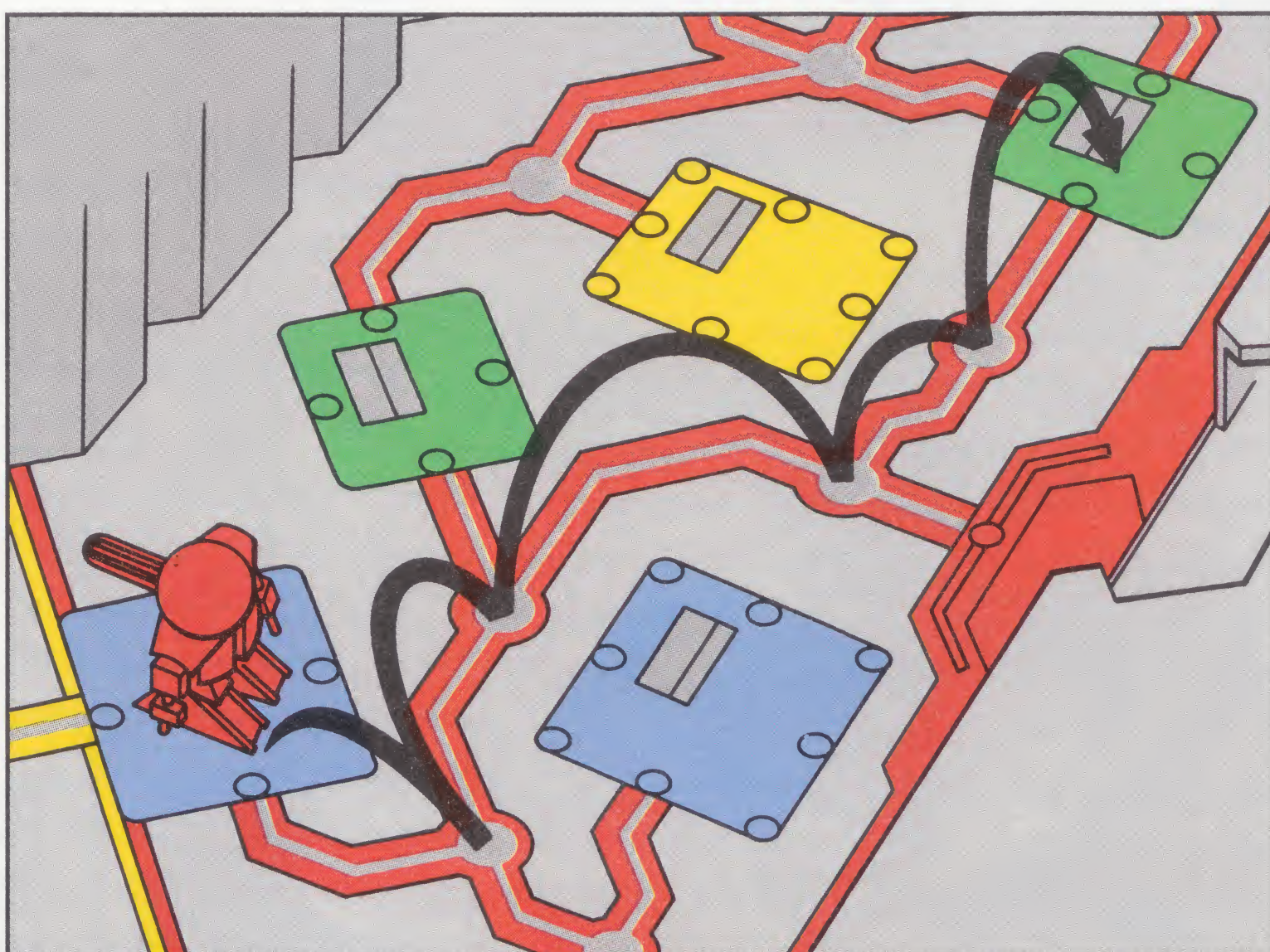
Commando
moves 2
spaces to a
Red Room.

**FIGURE 8.
PROBE
MOVEMENT**

Probe moves to the connected Docking Bay.



Probe moves across the Red Sector to a connected Green Room.



Even though the same Room may contain different items for different players, the Virus Room is the same Room for every player!

How to Explore a Room:

Step 1. Enter the Room with your Commando or Probe, following normal movement rules.

Note: You must have the matching color Access Card to enter a Room.

Step 2. Press the 2 (Explore) button on the Command Center. You'll either hear "Which Room?" or "Enter Room Code." Then enter the 3-digit Room Code (listed on the Room) into the Command Center by pressing those buttons.

For example, if your Commando or Probe is in Green Room 1.0.0, press the 2 button to Explore first and then enter the Room Code.



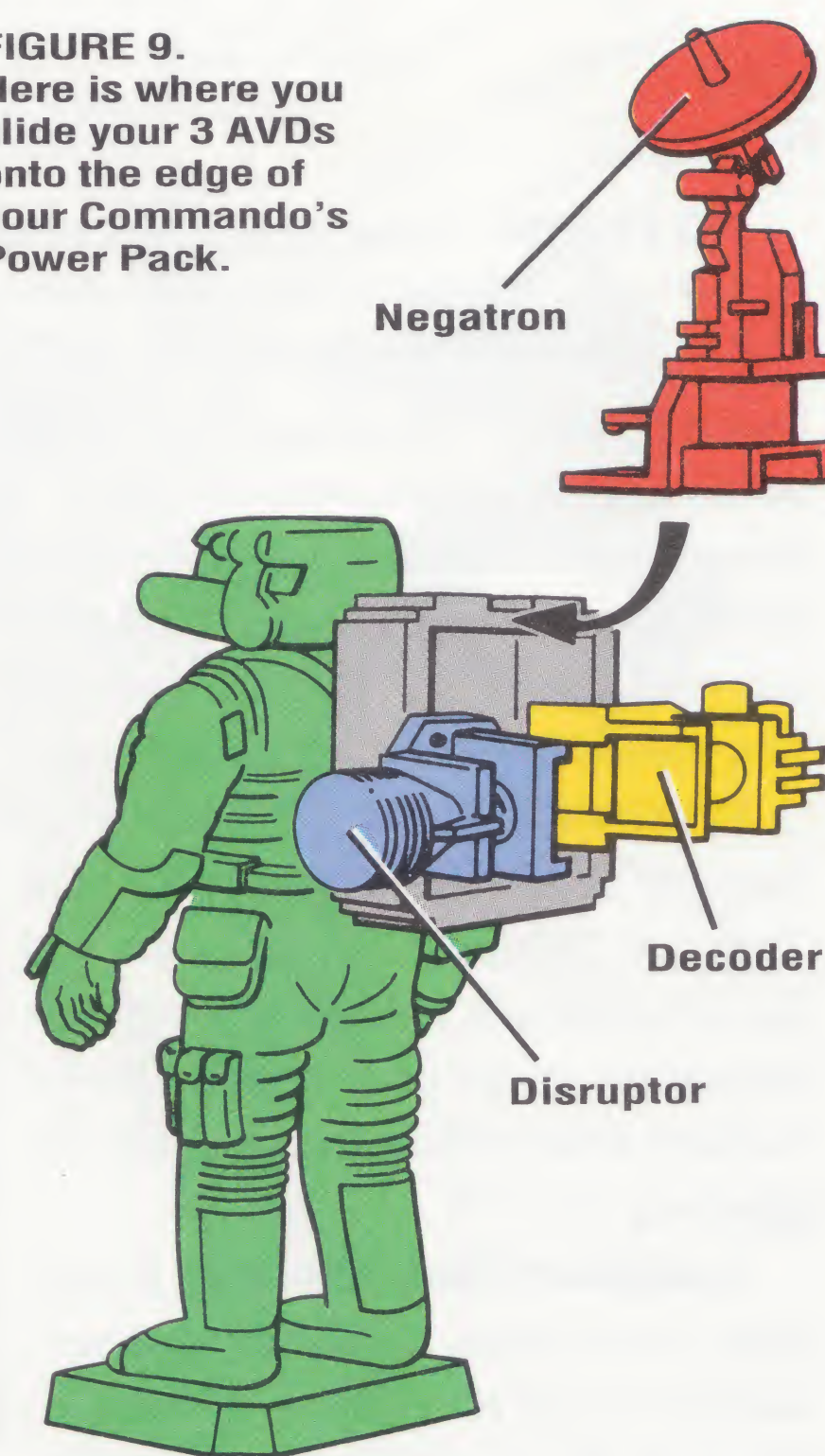
Step 3. You will then hear what you've found in that Room. See below.

Important: If you explore the same Room twice, you will find nothing in that Room the second time if you haven't explored another Room in between.

What You Can Find in a Room:

ACCESS CARDS: If you hear "Red (Blue or Yellow) Access Card found!", take that color Access Card from the

FIGURE 9.
Here is where you slide your 3 AVDs onto the edge of your Commando's Power Pack.



Command Center and insert it into the slot in your Sector Panel. Your Commando and Probe can now gain access to that color Room in the future. Mark a + (for a wanted item) next to that Room Code on your Log.

ANTI-VIRUS DEVICES: If you hear "Decoder (Disruptor or Negatron) found!", take that AVD from the Command Center and attach it to your Power Pack as shown in Figure 9 above. Mark a + (for a wanted item) next to that Room Code on your Log.

PROBE: When you hear "Probe found!", take your matching color Probe from the Command Center and place it in the same Room as your Commando. Then mark a + (for a wanted item) next to that Room Code on your Log.

As soon as you find your Probe, you'll hear "Red (Blue, Green or Yellow) Probe, hurry/help me!" This is your prompt to move your Probe. A Probe can do everything a Commando can do (explore, attack, pass or teleport)—except battle the Omega Virus. If a Probe finds an AVD, immediately attach the AVD to the Commando's Power Pack.

NOTHING: If you hear “*Nothing here!*”, your move is over. You didn’t find a wanted item or encounter a hazard. Later, if you return, Rooms with nothing could have wanted items in them. Likewise, Rooms *once* with wanted items could have nothing in them when you return. Mark a + (for a wanted item) next to that Room Code on your Log.

HAZARDS: There are two types of hazards which you may encounter. They are: Teleport Trap Hazards and Security Breach Hazards. When you encounter either one, mark a - (for a hazard) next to that Room Code on your Log.

Teleport Trap Hazard: If you hear “*Red (Blue, Green or Yellow) teleported to Red (Blue, Green or Yellow) Docking Bay,*” move your Commando or Probe to that color Docking Bay.

Security Breach Hazard: If you hear “*Security breach! Security breach at ### (the numbers of the Room you’re in)!,*” the Virus is attacking you!

Defend Yourself from a Virus Attack with Energy Shields: You will then hear “*Red (Blue, Green or Yellow) energize 1 (2 or 3) shields.*” To block the Virus attack, quickly enter as many shields as the computer commands by pressing a different button on the Command Center *once* for each shield (0, 1, 2 or R).



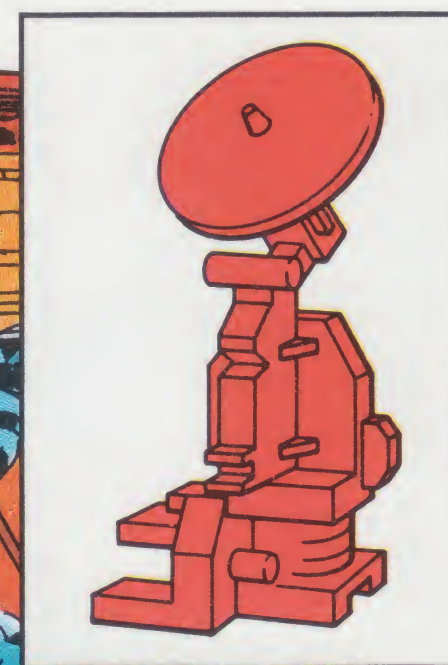
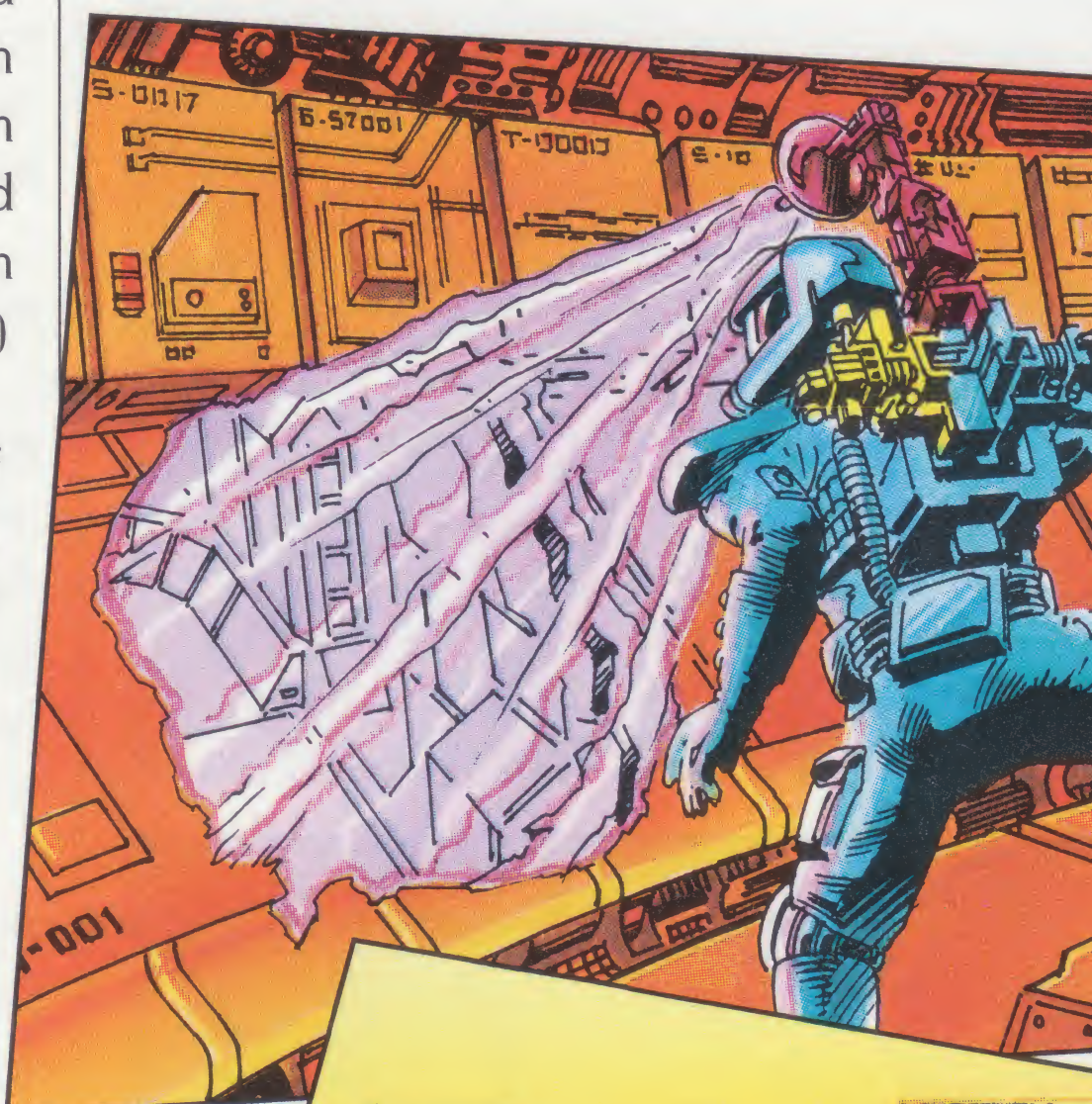
For example, if you hear “*Energize 2 shields,*” you could press:



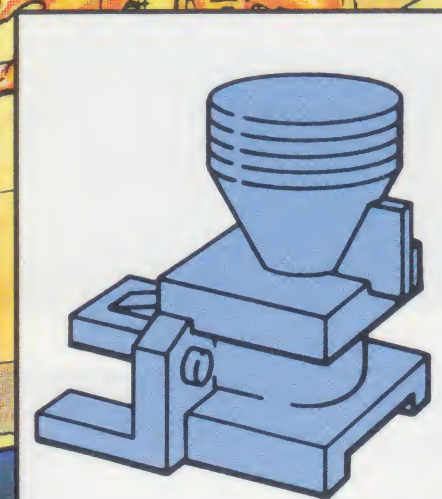
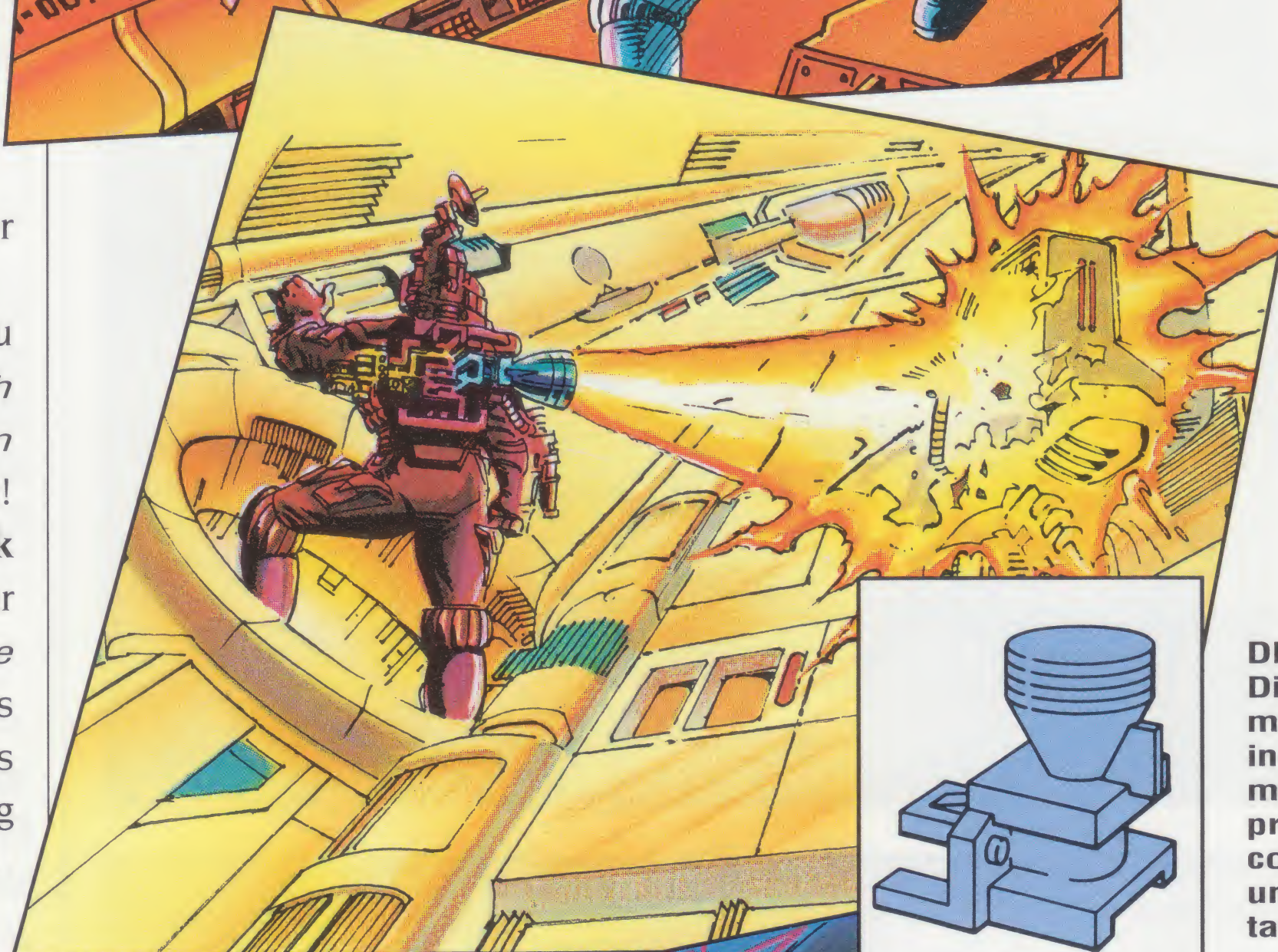
You have only a limited time to respond to an attack. If you don’t press a button quickly enough, you will lose your chance to defend yourself!

• If you press the correct button, you’ve blocked the attack! You’ll then hear the Virus say, “*I missed!*”

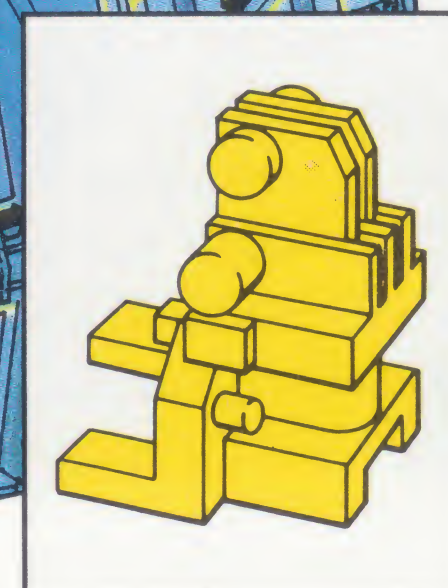
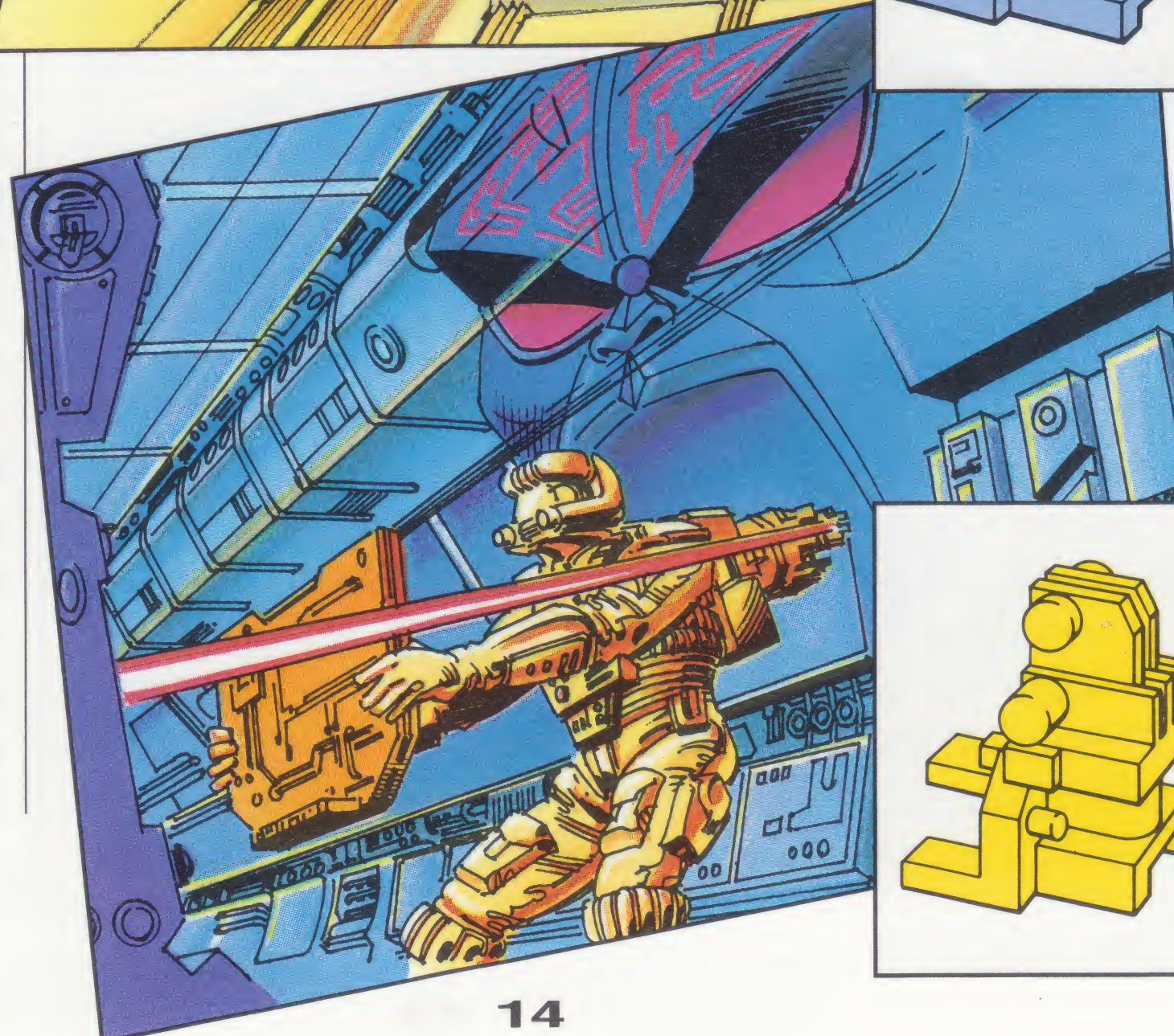
Your 3 AVDs: You must have all 3 to battle the Virus!



NEGATRON: A Negatron reverses the effects of a Positronic Time-Distortion Sphere (PTDS). Experts speculate that the Omega Virus has protected its central processor by “throwing” it several seconds into the future by using a PTDS.



DISRUPTOR: A Disruptor creates a man-sized breach in the ionic containment field which protects the computer from unauthorized tampering.



DECODER: The Dycore Decoder is a state-of-the-art bubble-memory analyzer. It will locate the Omega Virus within the memory matrix, isolate it and destroy it.

- If you fail to press the correct button, the Virus wins the attack. The Virus will either destroy one of your Access Cards or AVDs or your Probe — or teleport you somewhere. Place destroyed items back on the Command Center. (They can be found again by exploring Rooms.) If you are teleported, move your Commando or Probe to the announced Docking Bay.

For example, if you're the Red Commando and the Virus won the attack against you, you might hear *"Red, Yellow Access Card destroyed!"* This means that you, the Red Commando player, must return your Yellow Access Card to the Command Center. You cannot enter Yellow Rooms now until you find a Yellow Access Card again!

After Exploring a Room, Listen for Your Secret Code!

After you finish exploring a Room, you will hear a 2-digit code for that Room. For example, you could hear *"Code 0•1."*

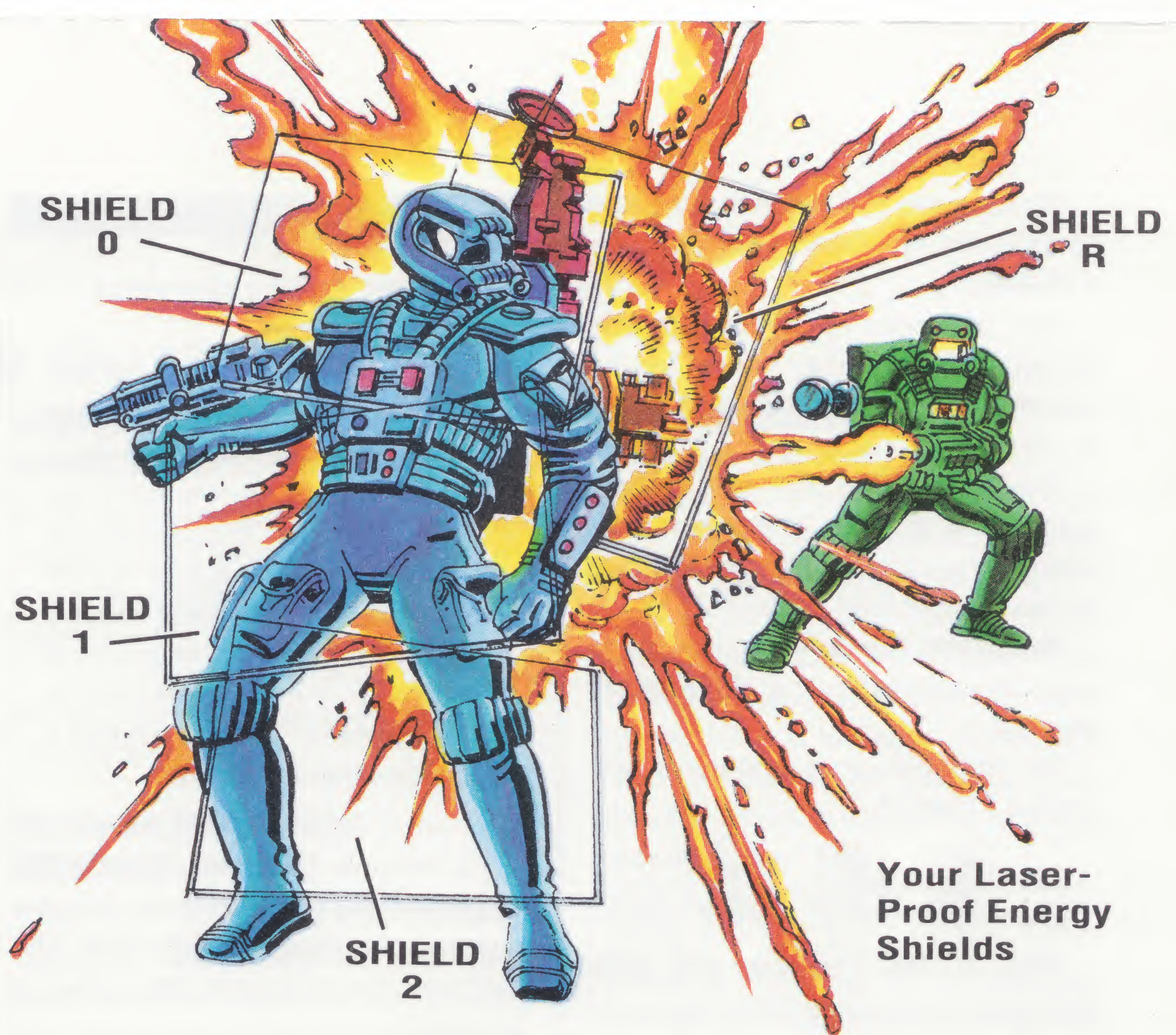
- If the 2-digit code matches your own Secret Code (which you entered at the beginning of the game), you've found the Virus! Keep that knowledge *secret* until you have all 3 AVDs you need to fight the Virus in that Room. Mark a **V** (for Virus) next to that Room Code on your Log.

- If the 2-digit code does *not* match your Secret Code, the Virus is not in that Room.

Important: This 2-digit code is only for the player who just explored that Room — no one else! The computer knows who is exploring that Room and will give a different code to each player for that room (unless two or more players happen to have the same code). If you hear your Secret Code on another player's turn, disregard it!

OPTION 2: Attacking Another Commando or Probe

When you're on a space with another player, you can attack that player! (However, you can occupy the same space



as another player without attacking, if you wish.) Commandos can attack other Commandos on Connector Pad spaces or in Rooms. Commandos can attack Probes in Rooms. Probes can attack other Probes and Commandos only in Rooms. *Players cannot attack each other in a Docking Bay.*

A player's Commando or Probe can attack any opponent's Commando or Probe to steal or destroy opponents' Access Cards or AVDs — or to delay that opponent's progress. If a Commando or Probe attacks a Probe successfully, that Probe could be destroyed as a result.

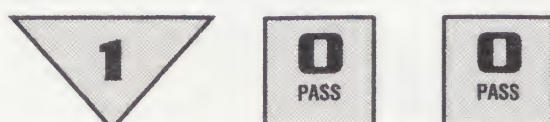
How to Attack An Opponent:

You must be on the same space as an opponent to attack. Follow the steps below:

Step 1. Enter the Command Code for the Commando or Probe that you want to attack. (Command Codes for Commandos are different from the Command Codes for Probes.)

Important: See Command Codes on your Sector Panel.

For example, if you are the Blue Commando and you want to attack the Red Commando, enter 1.0.0 by pressing the Command Center's buttons:

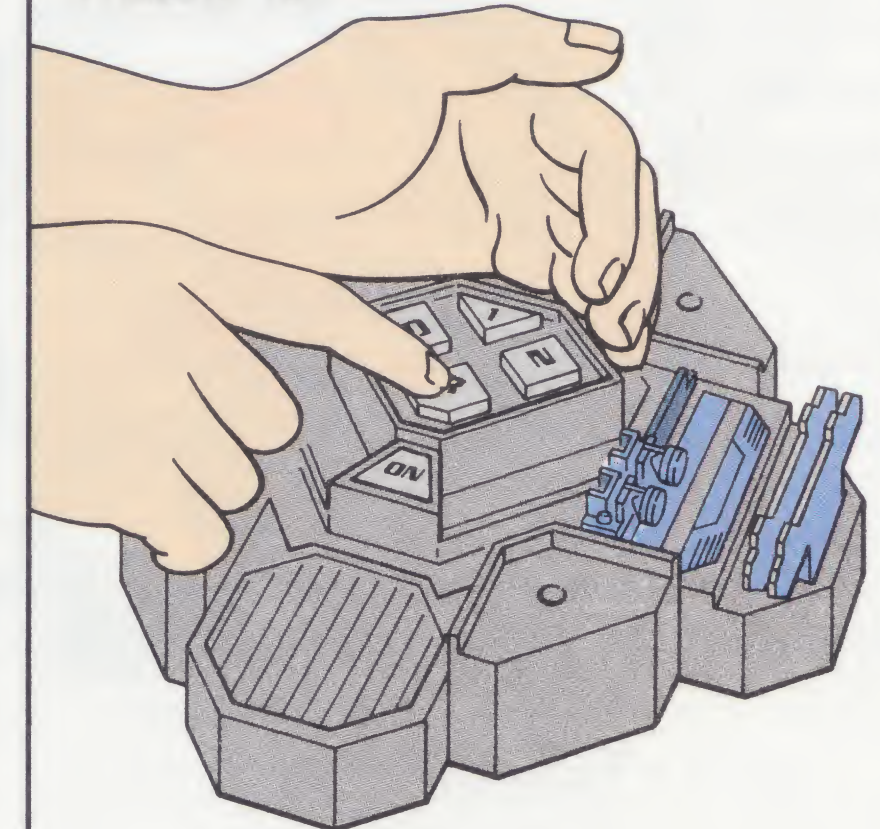


Step 2. Attacking: You'll hear the computer announce the attack and tell you to press a button. For example, you'll hear *"Blue is attacking Red. Take your best shot!"*

As the Attacker, you *secretly* press any one of the 4 buttons (0, 1, 2 or R) on the Command Center. (Hide your button-pushing with your other hand.) See Figure 10.

Step 3. Defending: Your opponent (the Defender) then listens for the number of defense shields allowed to block the attack.

FIGURE 10.



You're the Blue Commando attacking the Red Commando. You decide to press R to attack!

For example, the Defender (the Red Commando) may hear “Red energize 3 shields.”

The Defender must then quickly energize that number of shields by pressing a *different* button for each shield (0, 1, 2 or R).

The Defender has only a limited time to respond to an attack. If he doesn't press a button quickly enough, he will lose his chance to defend himself!

Important: The Defender is trying to press *the same button* that the Attacker pressed!

For example, your opponent now presses 3 buttons:



Step 4. The computer will then announce the outcome of the attack.

- If the attack is a success, the computer will announce what happens to the Defender. The Defender might have something stolen by the Attacker or have something destroyed and/or be teleported. See *Items Destroyed or Stolen*.

ITEMS DESTROYED OR STOLEN:

Items can be destroyed or stolen whenever you're attacked by either the Virus or an opponent. If an item is destroyed, return it to the Command Center. If an item is stolen by an opponent, give that item to your opponent. (Your opponent keeps it or attaches it to his Commando's Power Pack.) Any time you lose an item, remember that you can find it again by exploring Rooms.

For example, if the Red Defender did *not* press the same button as the Blue Attacker, the Blue Attacker wins! The computer may announce “Blue steals a Decoder!”

- If the attack fails, the computer will announce it and nothing will happen to either the Defender or the Attacker.

For example, if the Red Defender pressed the same button as the Blue Attacker, the computer would announce “Blue missed!”

OPTION 3: Passing

0 PASS You may decide to (or have to) Pass on your turn. To Pass, press the 0 (Pass) button on the Command Center.

For example, if you know that the Room you landed on has a hazard in it or that nothing will be found there, you may Pass. Or your Commando might finish its move on an unoccupied Connector Pad space and not in a Room, so you *must* Pass.

OPTION 4: Teleporting to Another Docking Bay

Commandos and Probes can choose to teleport from one Docking Bay to any other Docking Bay. This is an easy, quick way to move around the gameboard.

How to Teleport:

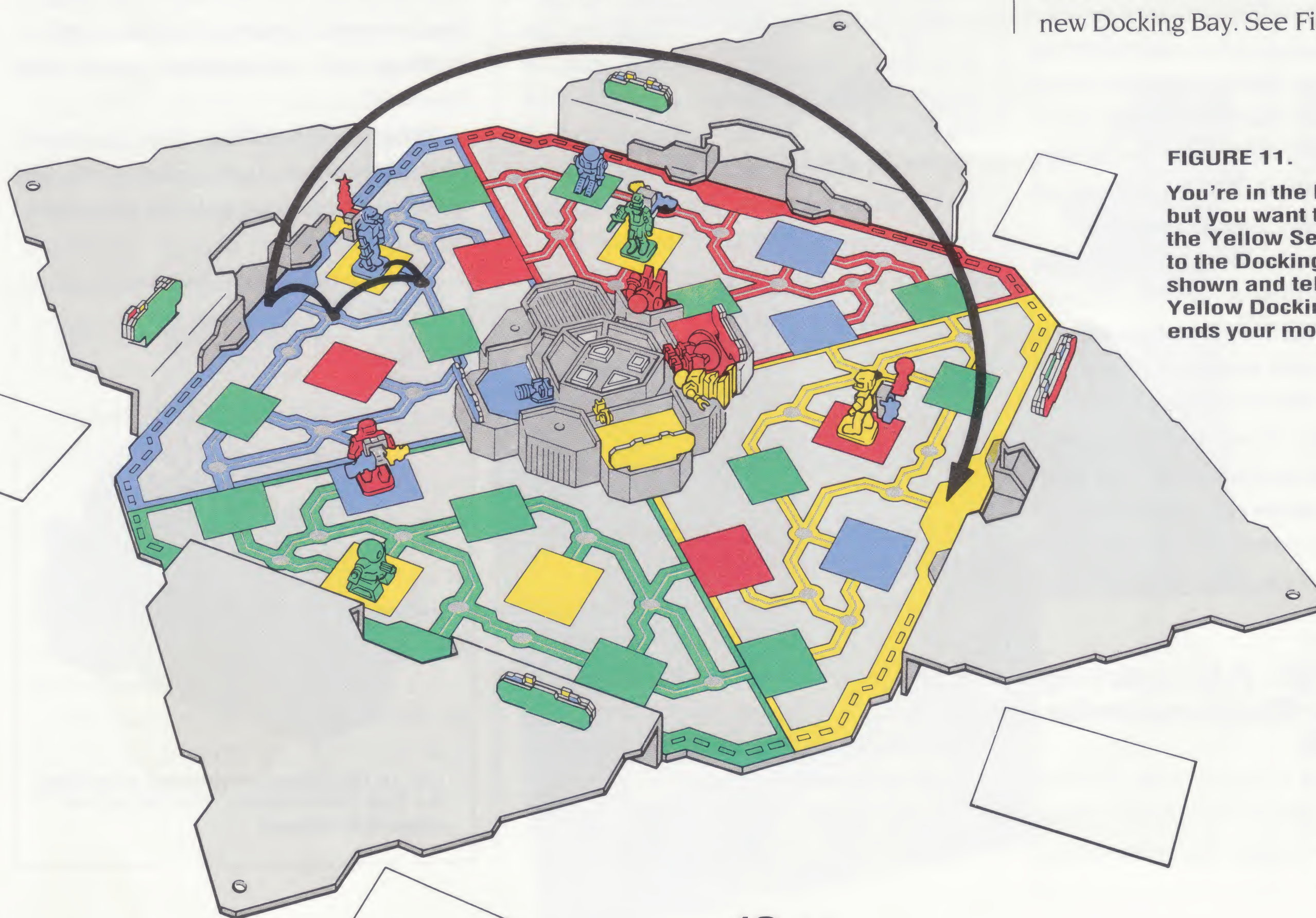
Step 1. Move your Commando or Probe onto a Docking Bay by normal movement rules.

0 PASS **Step 2.** Press the 0 (Pass) button on the Command Center.

Step 3. Move your Commando or Probe from that Docking Bay to the Docking Bay of your choice. Your Commando or Probe will start its next move from the new Docking Bay. See Figure 11.

FIGURE 11.

You're in the Blue Sector, but you want to move to the Yellow Sector. Move to the Docking Bay as shown and teleport to the Yellow Docking Bay. This ends your move.



THE COUNTDOWN

Time is Running Out!

As you play, the Virus will periodically announce the time remaining in the game. For example, you may hear *"15 minutes until I take over!"*

SECTOR SHUTDOWNS

As time is used up, Sectors will begin shutting down one-at-a-time. Each time a Sector shuts down, gameplay continues in the remaining open Sectors. *You cannot explore a Room in a shutdown Sector.*

When you have about 9 minutes left in your mission, you will hear the announcement of the shutdown of the first Sector. For example, you might hear *"Green Sector shut down!"*

When there are 6 minutes left, the Virus will announce the shutdown of a second Sector. When there are 3 minutes left, the Virus will announce the shutdown of the third Sector. Play continues in the remaining open Sector. The Virus is hiding in this final Sector!

Exception: In Skill Level 2, no Sectors will shut down.

Shifting Items: As Sectors shut down, items will be shifted into other Rooms. You may find some items where you didn't expect to find them. However, the location of the Virus will *not* change.

What to Do When a Sector Shuts Down:

Step 1. All players who have Commandos and Probes in that Sector must move them immediately to a Docking Bay in any open Sector.

Remember: Players *cannot* attack each other in Docking Bays!

Step 2. To close a Sector Panel, first remove all Access Cards from its slot. Then fold over the Sector Panel and place its tip on the Command Center. If a Probe is on the Command Center, use the Probe to lock the Sector Panel into place. Put Access Cards back into slot. See Figure 12.

PROBE DESTRUCTION

In the final minutes of the game, Probes will start being destroyed at random. For example, you might hear *"Yellow Probe destroyed!"*

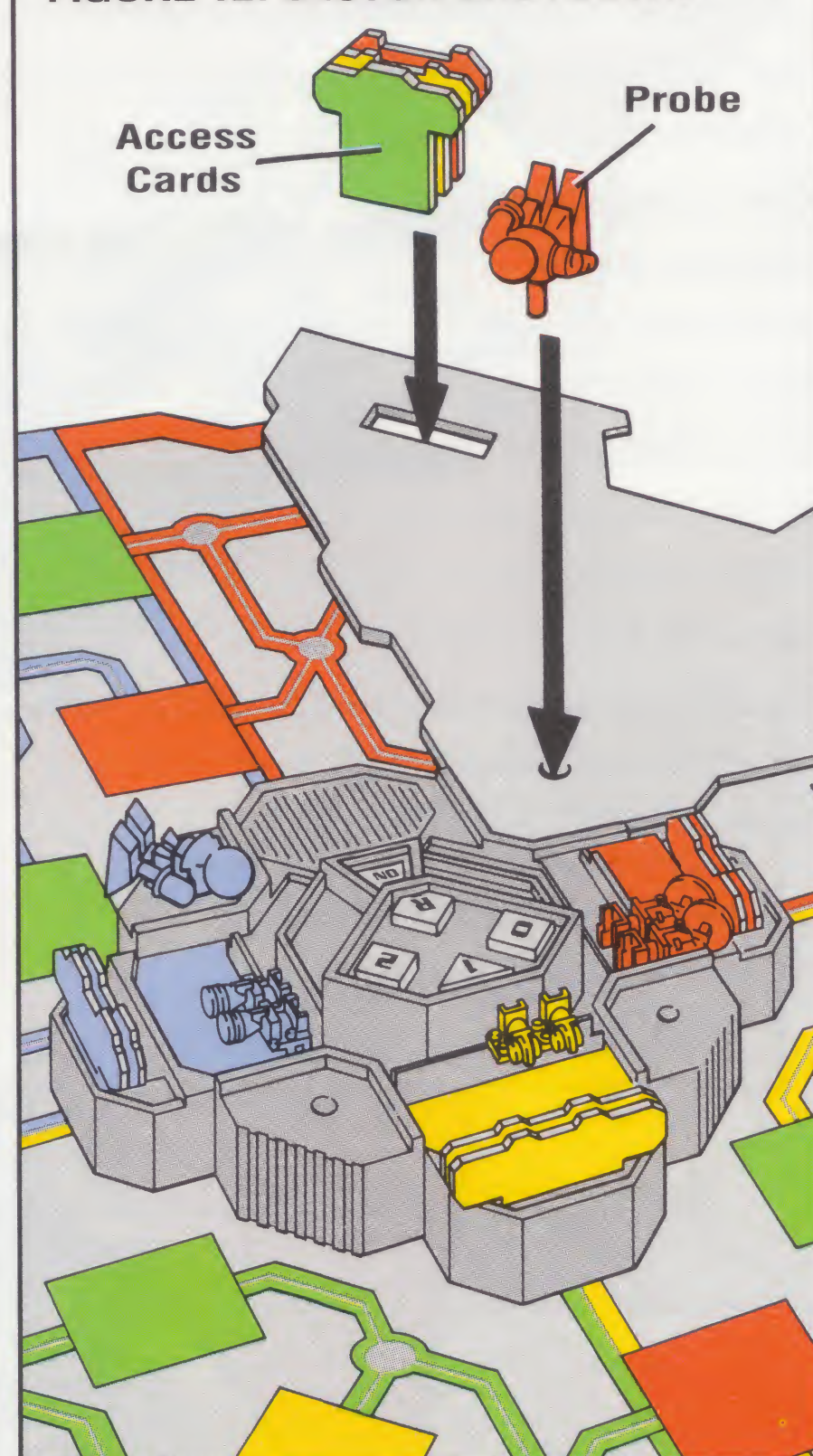
When your Probe is destroyed, place its peg into the Command Center hole directly in front of you.

BATTLING THE VIRUS

When you have all 3 AVDs (Decoder, Disruptor and Negatron) and know which Room the Virus is in, you're ready to battle the Virus! Only Commandos can battle the Virus — not Probes!

Hint: If you hear *"Red (Blue, Green or Yellow) must be terminated/destroyed,"* the Virus is telling you which color player knows the location of the Virus. (Attacking or following that player could benefit you.)

FIGURE 12. SECTOR SHUTDOWN



How to Battle the Omega Virus:

Step 1. Move your Commando (with its 3 AVDs) by normal movement rules into the Virus Room. Press the 2 (Explore) button on the Command Center and then enter the Room Code. For example, if your Commando has all 3 AVDs and you know that the Virus is in Green Room 1.0.0, move your Commando into that Room. Press the 2 button to Explore and then enter the Room Code.



Step 2. The Virus will immediately challenge you to defeat it by saying, *"You found me! Try and stop me!"*

Step 3. Try to destroy the Virus by quickly and secretly pressing *one* termination button (0, 1, 2 or R) on the Command Center. If you don't press a button quickly enough, you'll lose your chance to destroy the Virus! Remember to hide your button-pushing with your other hand!



Oh, No! You Missed!

If you do *not* press the correct termination button, you will hear a buzz and then *"Wrong!"* You will have to wait for your next turn to try again. Once you've found the Virus, you do not have to move out of that Room (unless you're attacked and lose your Access Card). On your next turn, follow the above 3 steps and press a different termination button!

Other players now continue trying to complete their missions and win the game by:

- Exploring Rooms to find AVDs.
- Attacking players to try to steal or destroy items.
- Attacking the Virus with 3 AVDs.

Remember: If time is short and it looks like the Virus may win, you could Pass to allow other players with AVDs more time to battle the Virus!

You Win! Earth Is Saved! Game Over.

If you press the correct termination button, you have destroyed the Virus! You'll hear *"You win! I am terminated!"* Congratulations! The Virus is destroyed! BSat I and Earth are saved! The game is now over.

The Virus Wins! Earth Is Doomed! Game Over.


If time runs out and no one has destroyed the Virus, it will commence takeover of BattleSat I. You will hear *"Too late! This station is mine! I win!"*

The Virus will then terminate each player's Commando. You will hear *"Red terminated! Blue terminated! Green terminated! Yellow terminated!"*

BLEEP! HUMAN ERROR!

Here are some mistakes that can happen during a game:

Entering the Wrong Room Code

 If you realize that you're entering the wrong Room Code and haven't finished pressing all of the buttons, press the R button. You'll hear *"Which Room?/Enter Room Code."* You can then enter the correct Room Code.

If you entered the wrong Room Code — too bad! Keep whatever wanted items you find. Likewise, you must accept any hazards you encounter! On your next move, you can stay where you are and explore that Room using the correct Room Code.

Hitting the Wrong Button

If you want to pass or attack someone, but press 2 (Explore) by mistake, you'll hear *"Which Room?/Enter Room Code."* Immediately press the 2 button three more times to cancel that command. (2.2.2 is an invalid Room Code.) You will hear *"Wrong!"* Then the computer will prompt you to begin your move again

by saying, *"Red (Blue, Green or Yellow), do something/help me!"*



THEN



Access Denied

If you enter a Room Code and do not have that Room's matching color Access Card, you will hear *"Access denied."* Move your Commando or Probe back to the space where you started your move. Your move is then over.

STARTING YOUR NEXT MISSION

To start a new game, each player must choose a Commando and take a *new* Exploration Log and one Green Access

Card. Players then *secretly* choose *new* Secret Codes. Press the ON button to start the new game and select a Skill Level. (If you'd like a faster game, choose a more difficult, faster-playing Skill Level!) Players then sign on by entering their new Secret Codes. Play continues as above.

Beware! Once again, the Virus could be hiding in any Room! You'll find different things in different Rooms!

SOLO PLAY

You can fight the Omega Virus one-on-one! Refer to the *Skill Level Time Chart* on page 11. To play, follow the same rules as above. (Disregard *Option 2: Attacking Another Commando or Probe.*) Good luck!



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MAILING INSTRUCTIONS

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Remove the batteries—do not return them.

If the original packaging is available, repack this game in its packing and box. If not available, wrap carefully, making sure to surround the game with adequate padding. If the 90-day warranty period has expired and your purchase date is still within our one year time limit, send in the unit along with your check or money order in the amount of \$10.00 and a copy of your dated sales receipt. Please include a brief description of the problem, your return address and mail postage prepaid and insured to the following address. Do not send the batteries with the game.

Milton Bradley Company
Attn: Electronic Repair Service
330 Chestnut Street
Door #1
East Longmeadow, MA 01028

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- Reorient or relocate the receiving antenna.
- Increase the separation between the equipment and the receiver.
- Connect the equipment into an outlet or circuit different from that to which the receiver is connected.
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